

PRIMEVAL



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COMPANION

THE ROLE-PLAYING GAME

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THE PRIMEVAL

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THE ROLE-PLAYING GAME

INTRODUCTION



There are always new horizons. Every time an Anomaly opens, a whole new world touches our present day. There could be anything on the far side of that spinning portal – and anything could come through to menace modern civilisation. The Anomalies have the potential to change everything.

The ***Primeval Companion*** is full of new horizons and new options for your *Primeval* games. It's got a little bit of everything. Think of it as a buffet to be sampled and snacked on, like a raptor thinks of a schoolbus.

Players can read the first three chapters freely (or first five, if you want to play one of the new Campaign Frameworks). Everything after that is for the Gamemaster only!

ENVIRONMENTAL HAZARDS discusses the threat presented by natural disasters and hostile conditions. If you want to bake, boil, poison, or drown your player characters, dive right on into this chapter. Make sure you look before leaping through that Anomaly!

ANOMALY MAPPING offers up a new way to keep track of your Anomalies, and to build labyrinthine networks of portals so that your players can get lost in prehistory. If you want to know how Helen Cutter was able to move around through the Anomalies, you'll find the answer in here.

SURVIVAL is all about coping with life in the distant past – finding food, water, shelter, and dealing with other emergencies. It also has new rules to deal with characters

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INTRODUCTION

who end up stranded in the distant past like Connor and Abby.

THE VILLAGE and **OPERATION GEORGE** are two new campaign frameworks that are very, very different to the Anomaly Research Centre's setup.

The Village is a small rural community on the edge of an ancient forest that hides terrible secrets (think *The Archers* or *The Waltons* with more time travel). For generations, the villagers have kept watch on the strange lights and stranger creatures that haunt the forest. Now, the player characters have to take up their ancestral burdens and help protect the Village.

Operation GEORGE is a historical campaign framework, set during World War II. British agents investigate Anomalies from a mysterious island while battling Nazi spies. Guns Island is a natural nexus of Anomalies, and if the Nazis get their hands on it, there could be Wehrmacht tyrannosaurs rampaging across England before 1945!

THE MATHERS GANG and **PANACEA** are a pair of small-scale conspiracies that explore how nasty people can profit from the Anomalies.

The gang is an organised crime syndicate who use a tame Anomaly to mass-produce illegal narcotics right in the heart of the city. Panacea Corporation want to research plants and creatures from the distant past to find useful drugs and genetic sequences, and are willing to kill to make a profit. Neither group know much about the Anomalies, so if the player characters show that they know more about time travel, they'll become targets for these conspiracies.

MORE MONSTERS contains dozens of prehistoric creatures. Some, like the Balaur or the Tree Creeper, you will have seen in Series 4 and 5 of *Primeval*, but others have only shown up as fossils... until now! The chapter also has some examples of modern-day animals that might come up in your games. There are also new Traits and Threat Powers for creatures.

Next, there are three new adventures that can be dropped into any *Primeval* game!

MESSAGE IN AN ANOMALY mixes a murder mystery with an Anomaly. A decade ago, something strange happened in room 407 of the Coburg Hotel. Now, when an Anomaly opens there, the characters find a cryptic note – HELP ME. Who's stuck on the far side, and what really happened in the hotel all those years ago? It's up to the characters to solve this cold case and rescue the stranded victim!

THE DEVIL & MR. SUTTON sends the characters to the near future on board a time-travelling steam train. There, they'll need to deal with a broken Anomaly, a Victorian serial killer, and a terrifying glimpse of their own destiny.

EARTH SERPENT brings the characters face-to-face with another group dedicated to dealing with the threat of Anomalies – but they've got very unusual methods. The player characters have to work out how to apply geo-magnetic acupuncture to stop a troublesome Anomaly!

Finally, there's a big pack of **RESOURCES** to close out the book, including expanded Character Sheets, Group Sheets, and trackers for Exposure and Temporal Damage.

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ENVIRONMENTAL HAZARDS



Dinosaurs and Future Predators aren't the only things that will want to kill you on the wrong side of an Anomaly. Not every hazard has teeth and fangs – or bullets. Anomalies can open anywhere on the surface of the planet, and our planet can be a dangerous place. Jump through a time portal, and you might fall face-first into a pool of quicksand, or a lava flow, or a raging blizzard, or something worse.

WEATHER

Weather isn't directly going to injure you, but it makes a complicated situation even worse.

RAIN

A torrential rainstorm might not kill you, but it makes for an uncomfortable arrival in prehistory. Heavy rain reduces

visibility and makes it harder to aim, giving a penalty to Marksman checks. Especially heavy rain can turn soft ground into a boggy morass, or cause landslides (page 6), or flooding (page 5). Characters caught in blinding rain need to make Awareness + Resolve rolls every few rounds to keep track of their surroundings; it's very easy to miss clues or possible dangers when you're being pummelled by a rainstorm.

At certain times during Earth's prehistory, the weather patterns were very different to those of the present day. The supercontinent of Pangea, for example, was surrounded by a vast world-girdling ocean called Panthalassa. This meant that torrential rainstorms, bigger than any present-day monsoon, battered the coasts of Pangea, while the interior, thousands of kilometres away from the sea, was left an arid wasteland.

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ENVIRONMENTAL HAZARDS

WIND

High winds slow or even stop movement, and make aiming difficult. If the area is sandy, dusty, or full of debris like leaves or snow, then a high wind can whip up blinding dust clouds and block vision. Really strong winds can even prevent flying creatures from attacking or give them penalties to their attacks. If you're caught in hurricane-force winds, you'll need to make Strength or Resolve rolls to move or to complete complicated tasks – trying to locate a fading Anomaly signal when your Anomaly Detector is being torn out of your hands by a raging typhoon is tricky, to say the least.

THUNDER & LIGHTNING

The Anomalies are associated with shifts in the Earth's electromagnetic field, and so intense thunderstorms can cause them to open. Characters travelling through an Anomaly may find themselves dumped in the middle of a lightning storm. Being hit by lightning is a possibility, especially if you are close to an Anomaly or are the tallest things around. A lightning strike causes very variable damage. To work out how much, roll four dice for the storm's basic damage, then make a Coordination + Awareness roll against Difficulty 18. On a success, you take no damage; on a marginal failure, $\frac{1}{2}$ damage, on a normal failure, full damage, and on a catastrophic failure, 1 and $\frac{1}{2}$ times normal damage.

The noise of thunder is not directly dangerous to player characters, but can spook animals or dinosaurs. Each peal of thunder adds **1 Threat** to all creatures present.

SNOW

Heavy snow blocks vision even more than torrential rain, and also makes movement harder. Reduce Coordination (including movement) by 1 when you have to force your way through snow. Snow is also, obviously, cold, so you have to deal with the hazards of cold environments (see page 105 of the core rulebook).

SANDSTORMS

Like a snowstorm, but with the added problem of being cut and scraped by flying sand. A sandstorm deals 2/4/6 damage (roll Resolve + Survival against Difficulty 15) in addition to the effects of a snowstorm.

DISASTERS

Unlike weather, which can be predicted in advance, disasters can hit without warning – usually at exactly the worst moment for the player characters.

CAVE-INS

If you're caught in a cave-in, you take damage based on the size of the collapse. A small cave-in might only do 3/5/7 damage, while being caught in a huge one might squish you with 8/16/24 damage. Depending on the size of the cave-in, a successful Coordination + Awareness roll might let you jump out of the way of the falling rocks and take no damage, or just reduce the damage suffered.

If you take full damage from a cave-in, you're trapped beneath the fallen rocks. The Difficulty to wriggle or force your way out from under the rocks depends on the damage inflicted; assume that the difficulty is 9 + the damage suffered.

Note that this also applies to collapsing buildings – if a brontosaurus shoulder-charges a shopping mall and drops the ceiling on top of you, it'll feel like a cave-in.



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GMS: CALIBRATING DAMAGE

The damage for many of these environmental hazards is deliberately left vague, so that you can adjust the disaster to the needs of your game. For example, if you've got an adventure in mind where the ARC team have to follow an escaped dinosaur into an abandoned and crumbling mine where there are lots of cave-ins, you'll want to have these cave-ins do only a moderate amount of damage – enough to hurt a character who gets caught in one, but not enough to squish them dead. On the other hand, if the characters lure a dinosaur into a tunnel and then blow the tunnel supports with explosives, you want the cave-in to do enough damage to matter.

A *Primeval* character has a total of around 24 points of Attributes, but only three of these Attributes need to be reduced to 0 before the character is in danger of dying. So, the average unArmoured character starts being at risk at around 6 points of damage, assuming that the damage is concentrated on his 'physical' attributes like Resolve, Strength, Coordination, and Awareness. (Damage can also 'hit' Presence and Ingenuity, but natural disasters and hazards are more likely to affect the first four.)

Story Points can help avoid damage by improving dice rolls or avoiding failure. Characters with a lot of Story Points can survive a lot longer by spending them. Armour also improves a character's chances of survival, although obviously Armour isn't much use against some hazards (your 4-point flak jacket won't protect against fire, or freezing cold, or poison gas, or being buried alive, but would help you if you're dumped into a thorn bush or bombarded by flying rocks from a volcano).

0/1/2: TRIVIAL DAMAGE. This is really just irritating damage, like scratches and bruises, and will not endanger even the weakest of characters. Use this level of damage to remind the characters that they're somewhere dangerous and should take care.

1/2/3: MINOR DAMAGE. Not enough to endanger anyone, but enough to hurt. The aftereffects of a punch-up in a bar, a small rockslide, or a moderate fall. This level of damage is appropriate for minor natural hazards, or for ongoing damage like poison gas that kills slowly.

2/4/6: NASTY DAMAGE. Enough to kill someone weak, sick, or old and unlucky. A car crash, a big fall, a rockfall, or a really bad burn. This damage makes a significant impact on a character's Attributes.

3/6/9: MAJOR DAMAGE. A gunshot, a high-speed car crash, or an explosion. If applied to a single Attribute, this damage will almost certainly drop it to 0. Save this level of damage for attacks that are really dangerous.

4/8/12: TERRIBLE DAMAGE. A hit from a rifle or other high-powered gun, a head-on high-speed car crash, or a big explosion. This level of damage will cripple any character who isn't wearing protective gear if applied to a single Attribute. Even split between several Attributes, this level of damage still hurts a lot, and can kill a player character who has focussed on mental Attributes instead of physical ones.

5/10/15 AND UP: LETHAL DAMAGE. This type of attack will almost certainly kill a player character, and could even ruin the day of a big dinosaur. Don't drop a hazard of this magnitude on the player characters without warning – give them a chance to prepare for it or avoid it.

EARTHQUAKES

Earthquakes are actually *less* dangerous in the past than in the present day, as there are no buildings to collapse in the Cretaceous. An earthquake can cause landslides or knock down trees, as well as panic creatures, adding 1d6 to their Threat. Especially large earthquakes can cause the ground to crack along the line of the fault, while underwater earthquakes cause tsunamis.

FLOODS

Flash floods or high waters can drown unwary creatures who are swept away in the current. Swimming is resolved with a Strength + Athletics test, although fighting against

a strong current for a long period of time can also draw on Resolve + Athletics. Fail, and you start drowning (see the Drowning rules on page 105 of the *Primeval* rulebook).

WILDFIRES

Wildfires caused by volcanoes, lightning strikes, or spontaneous combustion are a potential danger in many periods of Earth's prehistory, especially in eras when the oxygen content was higher than that of the present day. Oxygen feeds fire, and a high partial oxygen pressure can fan a spark into a towering inferno. Wildfires have been recorded as far back as the Ordovician, but it was really during the Devonian and Carboniferous periods that they became

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common. In such periods, when there were gigantic forested wildernesses stretching across whole continents, there were few natural firebreaks to stop a spreading blaze. A wildfire could stretch from horizon to horizon.

The best way to escape a wildfire is to find shelter, such as a lake, a rocky outcrop, or an already-burnt patch. The fire spreads in the direction of the wind, so use wind direction as a guide. If caught by the fire, see the rules for burning on page 105 of the *Primeval* rulebook. Wildfires also terrify creatures; all creatures in a wildfire automatically start at full Threat and gain **1 Threat** per round if they spend it, but flee to safety if possible.

VOLCANOES

An erupting volcano blasts out more energy than a nuclear bomb, and can be just as lethal. The rolling red tongues of molten lava may be the most dramatic threat, but they are not the most dangerous. While the lava has a temperature of hundreds of degrees, it moves quite slowly in most cases. Lava can trap you if you are unwary, blocking off your retreat, or engulfing buildings or stationary objects, but you can easily outrun it. More dangerous are the clouds of choking ash, the plumes of steam, the rains of stones, and the threat of poisonous gas.

The ash cloud from a volcano inflicts damage on a character's Awareness and Strength, as the ash irritates the eyes and nose, and chokes the lungs. The damage depends on exposure and proximity to the volcano; a character who is a few kilometres away from a volcano might take only one point of damage per hour, but one who's caught right in the middle of the upheaval could take a point or two of damage every round.

Steam plumes can burst unexpectedly from the ground as the heat from rising magma vapourises underground water. Steam plumes have a temperature of hundreds of degrees and can scald



an unlucky character who gets caught by one.

Flying chunks of rock (usually pumice) flung out by a volcano can rain down like missiles. Each rock inflicts 2/4/6 damage if it hits a character.

Some volcanoes produce clouds of choking sulphurous gas, or even superheated 'gas balls' that bounce down the mountainside like glowing cannonballs. Such phenomena are rare and occur only very close to the eruption, but are still very dangerous. Breathing in poison gas uses the Drowning rules, but inflicts 2 or more points of damage to your character's eyes and lungs even if you pass the roll to avoid inhaling (usually Strength + Resolve or Strength + Athletics, depending on what you're trying to do).

Volcanoes can also cause landslides, earthquakes, and wildfires, just to add to the fun. Oh, and volcanoes can cause electromagnetic disturbances that trigger Anomalies, so there's a much higher-than-average chance that there's a volcano on the far side of that time portal. Good luck!

LANDSLIDES

Landslides are caused by a variety of factors – flooding, earthquakes, volcanoes, or simple erosion. In snowy regions, you also get avalanches, although

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when you're about to be buried by half the mountain falling on you, the technical distinction between a rocky landslide and an ice-and-snow avalanche is the least of your worries.

Characters downslope or on the edge of an avalanche might be able to escape it by making Coordination + Athletics rolls. If the roll fails, the avalanche catches the character, inflicting damage. How much damage depends on the size of the avalanche.

QUICKSAND

Contrary to popular belief (at least in Hollywood), quicksand won't suck you down and drown you. It can, however, leave you stuck chest-deep in watery sand and expose you to the elements (or the oncoming tide, if you run into quicksand by the seashore). Spotting quicksand requires an Awareness + Survival roll. If you are caught in quicksand, it reduces your Coordination by 1 point per round until you're stuck at Coordination 0. Pulling someone out of quicksand requires either immense Strength (Difficulty 24) or else the victim needs to 'swim', which requires Resolve + Athletics (Difficulty 18) to pull off safely. If the Resolve + Athletics roll succeeds, the character stops losing Coordination and can make Coordination + Athletics rolls to move towards the edge of the quicksand.

POISONOUS ATMOSPHERE

A toxic atmosphere is basically like drowning (see page 105 of the *Primeval* rulebook), only instead of just sitting there in a pool, it flows out and tries to kill you. A really toxic atmosphere does one or two points of damage every Action Round in addition to the normal damage from drowning.

USING HAZARDS

First, let's look at how *not* to use hazards.

Gamemaster: *You go through the Anomaly. There is a rock-fall. Roll Coordination + Athletics to dodge.*

Player: *I get a 14.*

Gamemaster: *You fail to dodge the rocks. You take 4 damage, split between Coordination, Strength, and/or Resolve. Bleep. I am a robot programmed to follow rules.*

On its own, a hazard is just a skill roll with teeth. The players roll, the characters escape or take damage, and the whole thing is about as thrilling as landing on a snake in *Snakes & Ladders*. A good Gamemaster can – and should – describe the hazard in a dramatic way, and let the players come up with creative solutions instead of just reaching for the dice,

TRIGGERING AVALANCHES

If a character gets a 'Yes, But...' or 'No, And...' result, then he might have caused an avalanche if the conditions are right. Have the player roll a die – on a 1, he's started an avalanche.

but a hazard on its own is still dull. There are much better ways to use hazards:

HAZARDS AS BARRIERS

An impassable hazard, like a raging river or a volcano, forces players to stop and think about their next action. Do they find a way around the hazard? Do they need to acquire specialist equipment? Or is this a clue that they're following the wrong trail? Impassable hazards like this are also a great way to let villains escape capture – Helen Cutter, for example, is always on the wrong side of that cave-in or that flash flood.

HAZARDS AS ADDED COMPLICATIONS

A hazard on its own can easily be avoided, but add in a rampaging dinosaur and things become a lot more interesting! The characters might prefer to stay well away from that erupting volcano, but if there's a lost child somewhere on the mountainside being hunted by a pack of dinosaurs, then the characters have no choice but to put on gas masks and plunge into the inferno. Both characters and monsters can use the hazard to their advantage; the players might lure an angry triceratops into quicksand, or face a stampede of brontosaurus spooked by an earthquake.

HAZARDS AS DRAMATIC BACKGROUND

Adding a minor environmental hazard, like driving rain or snow, to a scene makes it more dramatic and stressful. Chasing a dinosaur through an idyllic afternoon in the Jurassic sounds quite nice; following the same dinosaur through a tropical storm in the middle of the night is, pardon the pun, a nightmare.

HAZARDS AS BLEED-THROUGH

Part of the joy of *Primeval* is having the wild prehistoric invade the staid present day. We've seen how things other than creatures can come through Anomalies, such as water currents, oxygen, or even poisonous gases. A hazard just on the far side of an Anomaly lets you drop a blizzard into the middle of a bank, or have a river of lava flowing through the London Underground.

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SURVIVAL

SURVIVAL



As Danny Quinn, Connor, and Abby learned at the end of Series 3, it's possible to get stuck in the past indefinitely. Page 153 of the **Primeval** rulebook give abstract rules for survival, but in this chapter we drill down to the challenges of surviving in a prehistoric world. Of course, these rules also apply to lengthy expeditions through an Anomaly, treks in the modern-day wilderness, or even getting stuck in the post-apocalyptic future.

There are four key priorities for human survival: Water, Food, Fire, and Shelter. The order of these priorities varies depending on circumstances. If the Anomaly dumped you in the middle of a desert, then obviously water's going to top the list, followed by shelter. If you find yourself in a rainy temperate forest, then food and fire are going to be more important.

WATER

The average person loses 2-4 litres of water per day on average. Exertion or hot conditions increase this loss, as does sickness (unglamorous as it sounds, diarrhoea is more likely to kill you than a dinosaur). You can survive for three weeks without food, but making it three days without water is unlikely. The hotter conditions present throughout much of prehistory makes water loss even more of a pressing factor for the time traveller.

Even if you find a stream or pool, it may not be safe to drink from. There is no artificial pollution in the past (the future is a very different matter), but a water source might be stagnant and undrinkable, or poisoned by minerals or dead animals, or too salty to drink. Boiling water kills off many water-borne diseases and parasites, so water from pools should

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SURVIVAL KIT

Any ARC team member that travels through an Anomaly should carry a survival kit to cope with any survival situation. These kits include the following items at a minimum:

- ☉ **MATCHES:** Always very handy. The kit contains several small boxes of strike-anywhere matches in waterproof containers.
- ☉ **CANDLES:** Made of tallow fat. A backup source of illumination, plus the fat can be used for frying or eating in a pinch.
- ☉ **FLINT:** For starting fires.
- ☉ **MAGNIFYING GLASS:** For starting fires, or removing thorns or stingers.
- ☉ **NEEDLE & THREAD:** Clothing repairs, sewing up wounds, making tools and weapons.
- ☉ **FISH HOOKS & LINE:** For fishing – a good hook is worth its weight in gold.
- ☉ **COMPASSES:** As Anomalies have a strong magnetic field, a compass is a good way of detecting them. The survival kit contains two compasses, a ruggedised survival compass and a small pocket model.
- ☉ **SNARE WIRE:** For making traps, repairs or tools.
- ☉ **CHALK:** For leaving messages or marking trails.
- ☉ **INSECTICIDE BOMB:** When lit, this little bundle of chemicals belches out foul-smelling smoke that drives off insects. It can also repel some animals with its stench.
- ☉ **FLEXIBLE SAW:** Consisting of a length of toothed chain with a ring at either end, it can be used to cut down trees or branches.
- ☉ **MEDICAL KIT:** including antibiotics, antihistamines, potassium permanganate (for disinfecting water), disinfectant, and painkillers.
- ☉ Bandages, plasters & sutures.
- ☉ Mess tin for cooking.
- ☉ Brew kit consisting of a good mug and several tea bags or coffee sachets.
- ☉ Food, usually chocolate and self-heating ration packs.
- ☉ Salt tablets
- ☉ Torch
- ☉ Backup radio; a specially adapted module that automatically monitors the 87.6MHz band.
- ☉ Spare batteries
- ☉ Chemical lightsticks
- ☉ Flares
- ☉ Knives, at least three of different sizes.
- ☉ Entrenching tool, a collapsible sharp-edged spade for digging, cutting, and building. In a pinch, it can be used as a weapon.
- ☉ Blanket
- ☉ Tent

always be boiled or otherwise purified before drinking it. (This is one reason why fire is one of the four big priorities.)

Water can also be obtained by collecting rainwater or dew. If there is no rain or dew, and you cannot find surface water, then some plants contain moisture that is safe to drink.

SALT

Salt is almost as important as water for human survival. Your normal diet contains plenty of salt, but if you are dehydrated or starving, then the lack of salt becomes a major problem. Low sodium causes muscle cramps, dizziness, nausea, and tiredness. In the wild, you can look for salt deposits or salt licks used by animals.

FOOD

Good news! Dinosaurs are – probably – edible. Certainly, their close cousins crocodiles and alligators are, so you can safely eat raptor steaks and brontosaurus burgers if you can get them. Again, fire is needed to cook the meat – eating it raw is unwise in most cases. The meat of creatures with poisonous bites or strong scent glands may be tainted, so be cautious when eating them.

Hunting for food is hard work. If you have a modern-day firearm, then it becomes a little easier, but remember to conserve your ammunition, and to remove any bullets when you are butchering the kill. If you do not have a gun, you can make a bow and arrow, a spear, a bolas, or another improvised weapon and use that. Your best targets are small herbivores who won't fight back.

Another option is to trap your prey. Small snares are easy to make if you have wire, or improvised with string, rope, or even rawhide. A basic snare is just a loop that the animal blunders into and then becomes entangled in; more complicated snares are under tension, so that when the animal disturbs the trap, the wire loop and the creature are pulled off the ground so that the creature cannot escape. Bigger traps like deadfalls or spear traps can be used to bring down larger prey.

While hunting may be the most satisfying and manly way of feeding yourself, there are other options. Fishing is almost always safer and may be safer than hunting in most cases. Scavenging is even easier than fishing. Finding edible plants in a prehistoric era is tricky, as many modern species may not have evolved yet. Observing which plants the indigenous animals eat is a good starting point, as is avoiding anything with alarmingly bright colours.

Don't neglect the nutritional value of insects, either -

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worms, grubs, and other bugs can be an excellent source of food. If you're stuck in the past, then getting over your squeamishness is the least of your problems!

FIRE

As any caveman knows, fire is a valuable thing. It cooks your food, making it easier to digest, killing off parasites and bacteria, and makes it taste better. It boils water; hot drinks keep up morale, and hot water is useful for many things, from cleaning yourself to disinfecting wounds. Fire keeps you warm at night, drives back the darkness, and it can scare off predators. Fire is one of humanity's most important tools. If an Anomaly opened right on top of you this moment, and you had a choice between grabbing a rifle or a box of matches, go for the box of matches.

If you do not have matches, you can make a fire by focussing the sun's rays through a lens, or by the traditional boy-scout method of rubbing sticks together. Fires need dry tinder and fuel, like wood, coal, or animal dung.

STORY OVER ALL!

Don't worry too much about being 'realistic'! It would be boring to say "ok, your character is trapped in the past, so you die of starvation after a few weeks". Use these survival rules to add colour to your games and to think of challenges for the players to overcome.

If a character does get trapped in the past, and the player wants to keep playing that character, then they automatically survive – but their Survival skill determines how well they survive. A character with a really good Survival score might build a fine shelter, learn to catch and trap animals, and end up with quite a nice quality of life back in prehistory. Someone with a poor Survival skill might end up eating bugs and living in caves, and only barely make it out alive.

SHELTER

If you are lucky enough to find an unoccupied cave, you can use that for shelter. (Occupied caves might be more trouble than they are worth). Your camp should be on dry, sheltered ground within easy reach of fresh water. It should also, ideally, be close to the Anomaly site. While Anomalies can remain dormant for years, they tend to open in roughly the same place each time. If you want to have any chance of getting back home, your best bet is to stick close to where you first came through.

A shelter can be made simply from branches and animal hides. In the longer term, building a log cabin or turf house is comparatively easy if you have time to make tools – and if you're stuck in the past, all you have is time.



THE ROLE-PLAYING GAME



LONG-TERM SURVIVAL

A character stuck in the past for a long period of time is changed by the experience. Things that seem important in the present day – how to use a telephone, how to drive a car, how to behave in polite society, how to act like a human – fall away when just staying alive is an overwhelming challenge. A character with a good Survival score can keep it together for longer, but eventually civilisation falls away and the barbarian takes over.

In game terms, if a character is stuck in the past for too long, he must transfer points from ‘civilised’ Skills, Traits and Attributes to ones that he actually needs to survive. This is represented by two Bad Traits – Survivor and Gone Wild. How long does it take to pick these Traits up? It’s up to the Gamemaster, but the higher a character’s Survival and the better the conditions, the longer it takes. Someone with a really high Survival in the early Holocene might never have to compromise; someone with no Survival Skill who ends up in the Cretaceous might pick up Gone Wild after only a few months.

SURVIVOR

MINOR BAD TRAIT

You’ve survived for several months or years in the past. It wasn’t easy, but you made it.

Move three points of Skills from ‘modern-day’ Skills like Knowledge, Science, Technology, or Transport to ‘primitive’ Skills like Athletics, Fighting, or Survival. Also, you’re out of touch with the present day (as if you were Minorly Time Shifted) until you’ve been back for as long as you were gone.

GONE WILD

MAJOR BAD TRAIT

You’ve been gone for years. You barely remember how to speak to other humans. Modern technology is like a forgotten dream to you. You’ve gone wild.

You cannot have a Knowledge, Science, Technology, or Transport Skill higher than 2; move any excess points in those Skills to more primitive Skills. You also lose any Traits that are directly connected to the modern day; replace them with suitable primitive Traits. Reduce your Presence or your Ingenuity by 1 and increase your Strength or Resolve by 1. Finally, you’re out of touch with modern civilisation, and suffer a -2 penalty to any rolls related to dealing with modern-day culture or technology.

PRIMEVAL

MAPPING ANOMALIES

MAPPING ANOMALIES



One Anomaly usually leads to more Anomalies. They cluster. You hop through a door to the Silurian era, and then just over the hill there's another glowing portal to the Jurassic. If you're very clever, and very brave (and often very desperate), you can map these Anomalies and travel from one time to another. That is how Helen Cutter travelled through time, and how Danny Quinn made it back to the present day after getting stuck at the dawn of humanity. Even the Anomaly Research Centre got in on the game – it found an Anomaly leading to the near future in Series 3, and used it to follow Helen Cutter when she escaped through a second Anomaly at Christine Johnson's secret base.

Most Anomalies in a **Primeval** game are one-shots. The Anomaly pops open, disgorges the monster of the week, and then closes, never to be seen again. Others are recurring Anomalies that open three or

four times before closing forever. Then there are the really interesting ones, like the permanent Anomalies or the ones that open regularly. These Anomalies become fixtures in a campaign, letting the terrain on the other side become a place to explore.

This chapter presents a subsystem that helps you create a network of linked Anomalies. You'll need a copy of the Anomaly Map Chart, a die, and a pencil.

1. Start in the present day with an Anomaly.
2. Roll on the **Anomaly Type** table to see how often it opens.
3. Next, roll on the **Anomaly Destination Table** for the current zone.
4. If there's *already* an Anomaly there that is not connected to another Anomaly, then connect the current Anomaly with that one. Otherwise, open a new Anomaly there.

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Optionally, you can roll on the **Epoch Table** for the current era to determine exactly when that Anomaly is. Connected Anomalies are always of the same type.

5. Roll on the **Nearby Anomalies Table** to see how many Anomalies are close to that new Anomaly.
6. For each new Anomaly, go to step 2.

When creating an Anomaly, always place it somewhere memorable so that the players can give it a nickname. Maybe it'll be the Haunted House Anomaly, or the Racetrack Anomaly, or the Sewer Anomaly, or the Mrs. Higgins' Attic Anomaly. (Roll on the *Anomaly Location* table on page 236 of the **Primeval** rulebook if you're stuck for inspiration).

For Anomalies in the past, try putting them in challenging locations. Put one at the top of a cliff, or deep in a cave network, or on an island surrounded by sharks, or in a swamp.

ANOMALY TYPE

ROLL (ONE DIE)	ANOMALY OPENS ...
1	Once every few months (m)
2	Once every few weeks (w)
3 - 4	Triggered Anomaly (t)
5 - 6	Stable Anomaly (s)

INTERMITTANT Anomalies open every few months or weeks at random times. Obviously, when one end opens, so does the other side.

TRIGGERED Anomalies are opened by some external force, usually something electromagnetic in nature. Maybe it opens when there is a thunderstorm, or when the local university runs an experiment with its particle accelerator, or when someone applies just the right electric charge to a particular spot right... there.

STABLE Anomalies don't close naturally – they might temporarily, but they'll always open again after a short time.



NEARBY ANOMALIES

ROLL (ONE DIE)	NEARBY ANOMALIES
1 - 3	No nearby Anomalies
4 - 5	One nearby Anomaly
6	Two nearby Anomalies

EXAMPLES ALWAYS HELP!

Jane's creating a new Anomaly Map for her game. She starts with a blank map, and draws an O in the present day for her first Anomaly. She rolls on the Anomaly Type table, and gets a 5 – a stable Anomaly. She puts a little s next to the Anomaly, to remind her that it's stable. Next, she rolls on the Destination Table for the Present Era, and gets a 1 – the Distant Past. She rolls for Epoch, and finds out that it's in the Silurian.

This second Anomaly is also stable (connected Anomalies always have the same type). She then rolls to see how many Anomalies are close to the

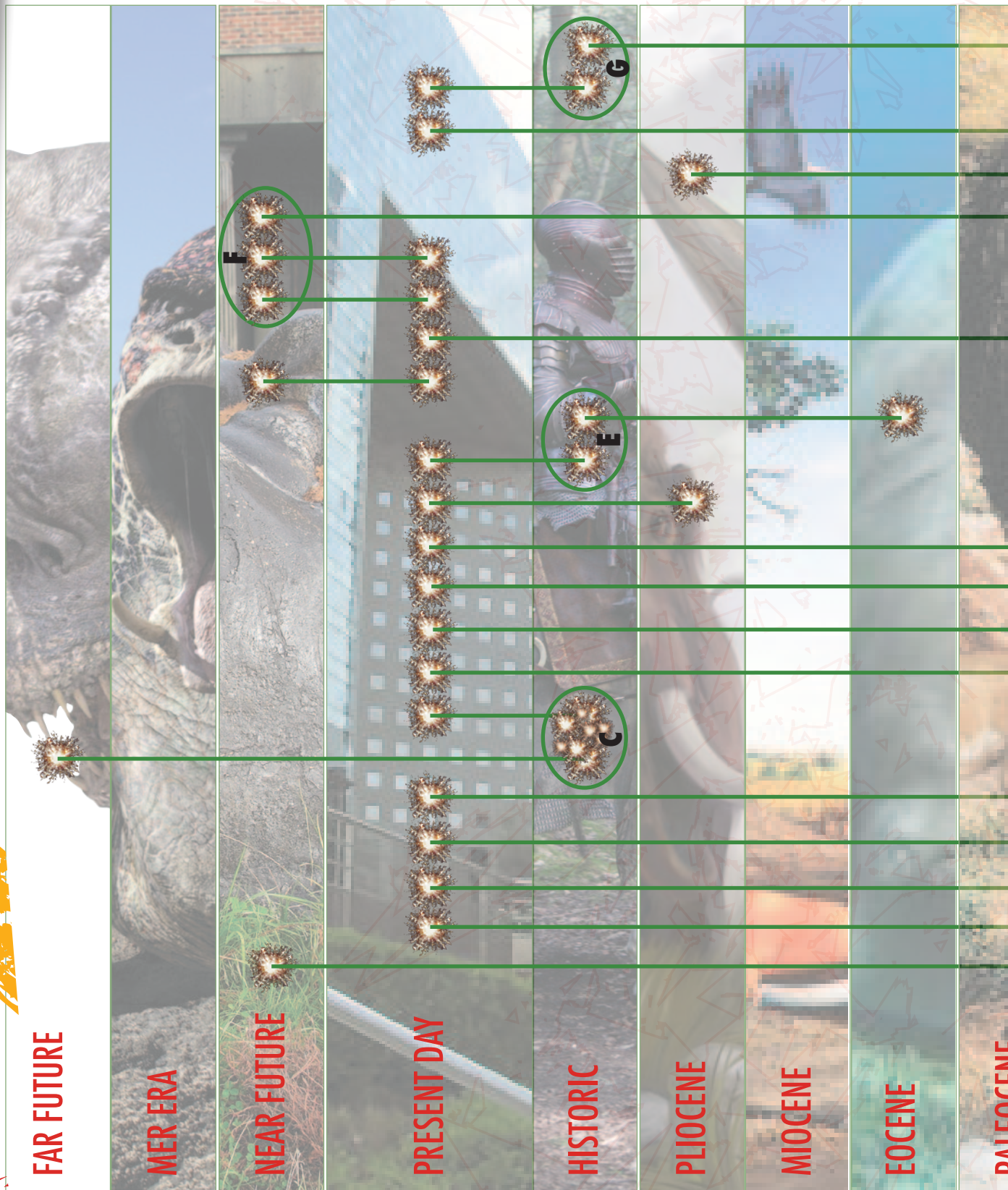
PRIMEVAL

A: Forest of Dean **B:** Mobile Lake Anomaly

C: Spaghetti Junction

D: Silurian Anomaly

MAPPING ANOMALIES

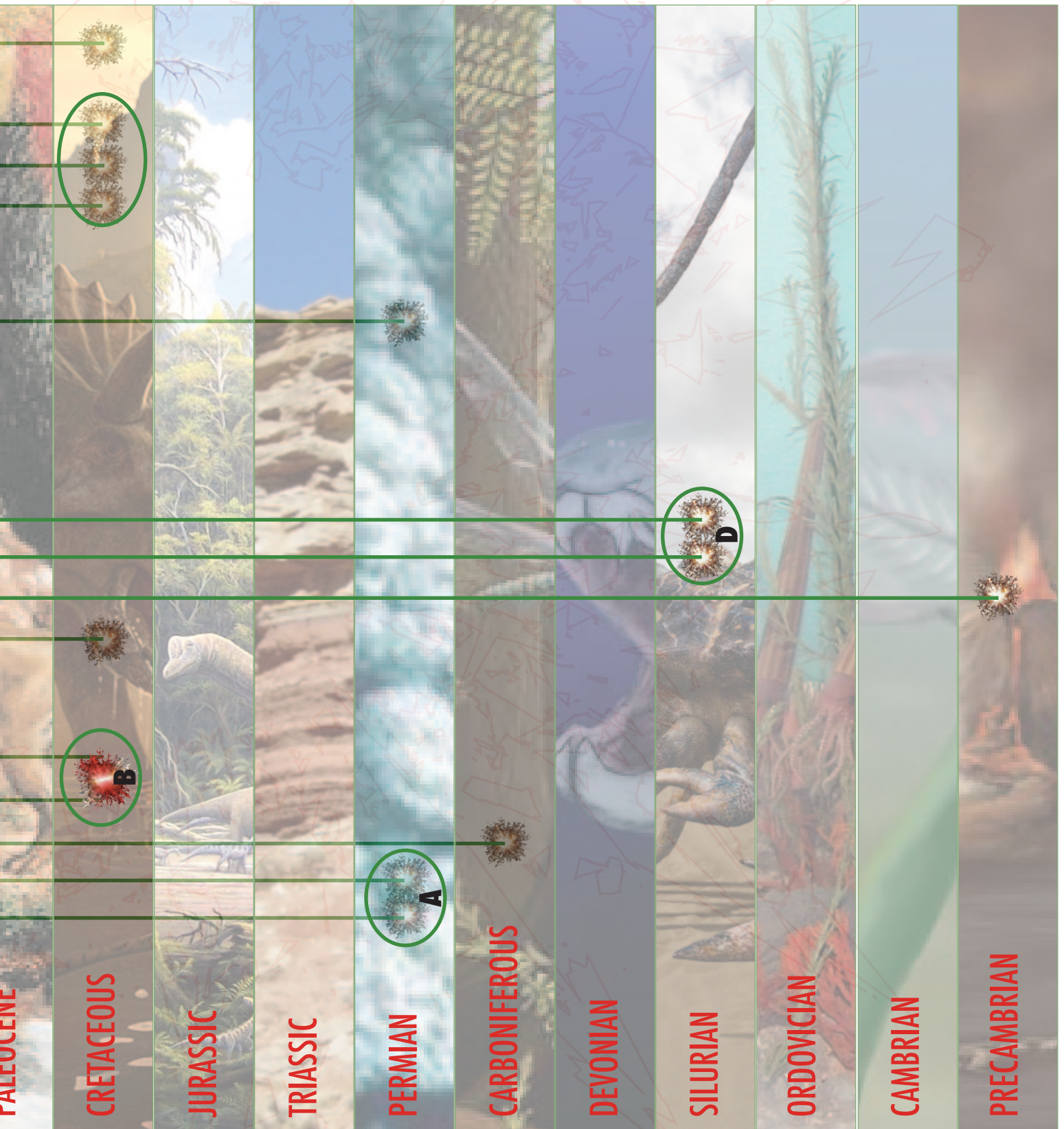


THE ROLE-PLAYING GAME

E: Sun Cage Anomaly

F: Site 101

G: Dracorex Anomaly



PRIMEVAL

one in the Silurian. Rolling on the Nearby Anomalies table, she gets a 4 – one Nearby Anomaly.

For this third Anomaly, she rolls for type – it's Stable too. Next, she rolls for Destination, and gets a 2 – the Age of Dinosaurs. Specifically, the Jurassic. She rolls for nearby Anomalies, and gets a 4 again. One more nearby Anomaly, and this one's intermittent, opening only every few weeks.

For this fourth Anomaly, she rolls a 6 – this one goes all the way to the Near Future. There are no nearby Anomalies at the near future end, so she ends this particular chart here.

So, a traveller could hop into the stable Anomaly in the present day, travel to the Silurian era, and go from there to the Jurassic. He could then wait around for a few weeks until the final Anomaly opened, leading to the Near Future.

ANOMALY MAPPING CHART

ZONE	ANOMALY DESTINATION	EPOCH
Distant Past	1 – Age of Dinosaurs	Precambrian
	2 – Age of Dinosaurs	Cambrian
	3 – Age of Mammals	Ordovician
	4 – Age of Mammals	Silurian
	5 – Present Day	Devonian
	6 – Future	Carboniferous
Age of Dinosaurs	1 – Distant Past	Permian
	2 – Age of Mammals	Permian
	3 – Age of Mammals	Triassic
	4 – Present Day	Jurassic
	5 – Present Day	Cretaceous
	6 – Future	Cretaceous
Age of Mammals	1 – Distant Past	Paleocene
	2 – Age of Dinosaurs	Eocene
	3 – Age of Dinosaurs	Miocene
	4 – Present Day	Pliocene
	5 – Present Day	Holocene
	6 – Future	Holocene
Present Day	1 – Distant Past	
	2-3 – Age of Dinosaurs	
	4-5 – Age of Mammals	
	6 – Future	
Future	1 – Distant Past	Near Future
	2 – Age of Dinosaurs	Near Future
	3 – Age of Mammals	Near Future
	4 – Present Day	Far Future
	5 – Present Day	Far Future
	6 – Present Day	Far Far Future

MAPPING ANOMALIES



THE ROLE-PLAYING GAME

OPERATION GEORGE



In June of 1938, with the threat of war looming over Europe once more, the British Army made a discovery in an isolated forest. This discovery prompted the initiation of Operation GEORGE, a top-secret military operation that existed from 1942 until 1951.

It began at a meteorological observation post in an isolated wooded area. A team of scientists and military staff under the direction of Professor John Morton, an Oxford weather expert, were experimenting with the effects of inclement weather on radio signals when they detected unusual radio interference from a strange source within the nearby forest. Investigating, they discovered a number of unusual creatures and a shimmering silvery portal.

This portal proved to be a gateway to the Miocene era. The creatures were corralled in a specially built observation bunker for further investigation, while an exploratory team was sent through the gateway.

1942. While Great Britain fights for survival, mysterious Anomalies are discovered on an isolated island. The German war machine isn't the only threat facing the team. Dinosaurs, Nazi spies, and a secret military mission collide in Operation GEORGE!

Three months later, in September, the military lost all contact with the Professor's outpost. Bizarre creatures – later identified as Phorusrhacids – had killed the scientists. The military eliminated the vicious birds and hastily searched the remains of the outpost. There was no sign of Professor Morton or the exploratory team. The silvery portal had also closed. The Ministry of Defence took the decision to bury the whole incident. Professor Morton's family were told that he had died in an accident. A minefield was placed around the forest site to dissuade trespassers.

PRIMEVAL



THE OPERATION

Operation GEORGE's brief was to investigate the strange portals, to capture the creatures, and to determine their possible use as weapons. For most of the Second World War, Operation GEORGE was underfunded and undermanned; many of its key staff were called away to other duties or died in the line of duty. The Operation also had to deal with German espionage attempts, a U-boat attack on Guns Island, and skepticism from other branches of the armed forces.

GUNS ISLAND

The whole incident might have remained buried, had there not been a second discovery. This took place in 1941, on a small island off the south-west coast of Ireland. The Royal Navy established an observation post and ASDIC (primitive sonar) listening station there to watch for German U-boats. Guns Island was a rain-drenched, isolated rock inhabited only by a few gannets – or so the Navy believed, but a series of encounters with strange lizard-creatures culminated in the discovery of four more shimmering portals.

The first portal had not been an isolated incident. Further investigation was needed.

1942, of course, was the middle of the Second World War. The Nazi menace had been stalled by the Royal Air Force during the Battle of Britain, but the Third Reich still controlled most of Europe. The German Army was occupied in the disastrous Eastern Front, but it would soon turn its attention back west. Meanwhile, both sides were occupied in fortifying their respective positions, building up their military forces, and conducting espionage operations against each other.

The government agreed that these strange portals had to be investigated, but resources for such a project were extremely limited. Anomalies and dinosaurs were all very interesting, but money and manpower were needed to defeat the enemy and preserve the realm. Finally, Brigadier Smythe made the suggestion that these creatures could possibly be put to military use as terror weapons by the Nazis, and that the British Army should prepare for such an eventuality by conducting its own investigation. The Prime Minister agreed, and gave a secret executive order to create Operation GEORGE.

The original Morton Anomaly never reopened, but the portals on Guns Island remained active for several years. The last portal closed in 1949; the last captive dinosaur died in 1953, and Operation GEORGE was consigned to the sealed archives in 1955.

As GEORGE was a top-secret military project, many of its records remain sealed to this day. Not even James Lester knows everything about this mysterious chapter of British military history.

USING OPERATION GEORGE

Operation GEORGE can be used as a historical footnote – present-day characters can find some relic or ruined base that once belonged to the military. The 'safe house' used by the ARC team in Episode 3.6 was actually Professor Morton's old outpost where GEORGE began; the ARC team also visited Guns Island in *The Lost Island* novel.

Of course, with time travel being what it is, there's every possibility that a team from 1942 could run into explorers from the present day, either via an Anomaly that links the two time periods, or in the distant past. With Anomalies, the past really can come back to haunt you.

When playing Operation GEORGE as an on-going game, the field team and the core player characters are Captain Williams, Corporals McTavish and Fuller, and Franklin Crawford and Dorothy Hyde. The two boffins and Gertie can also be player characters in a large group.

THE ROLE-PLAYING GAME

OPERATION GEORGE CHARACTERS

BRIGADIER ANTHONY SMYTHE

Age 56

"It's all a tad Conan Doyle here, but we make the best of it."

The Brigadier is a career soldier. His family has served in the British Army for generations; he had ancestors at Waterloo, at Agincourt, and even at the Battle of Hastings according to some accounts. He served honourably in the Great War, and lost part of his left arm and his left eye at the Somme. There is still shrapnel in his skull that the doctors say cannot be removed.

He is the epitome of the British officer; stiff upper lip covered by a bristling moustache, rod-straight posture, an insistence on doing things by the book, and invincible determination and courage. He is not a scientific man, but he knows that the Hun could do awful things if they do get their hands on dinosaurs. He sees Operation GEORGE as his contribution to the war effort, and demands that his men keep their efforts focussed on the military implications of the Anomalies.

Some in the higher echelons consider the Brigadier to be a loose cannon, perhaps even a lunatic. The shrapnel in his skull is rumoured to be affecting his judgement. Giving him Operation GEORGE may be a way of keeping him from doing any harm to the war effort. After all, how much trouble could an eccentric officer cause when all he's doing is commanding the clean-up of a few overgrown lizards?

Awareness 2 Coordination 2 Ingenuity 4
Presence 5 Resolve 4 Strength 4

SKILLS: Animal Handling 1, Athletics 2, Convince 3 (Bark Orders 5), Fighting 2, Knowledge 4 (History 6, Military Tactics 6), Marksman 3, Medicine 1, Science 1, Subterfuge 2, Survival 1, Transport 1

TRAITS:

- ☉ **Authority (Major Good Trait):** He's in charge.
- ☉ **Experienced (Special Trait):** Veteran of the Great War.
- ☉ **Friends in High Places (Major Good Trait):** The Brigadier has favours owed to him by lots of people.
- ☉ **Tough (Minor Good Trait):** Tough as old boots.
- ☉ **Voice of Authority (Minor Good Trait):** Snap to it!
- ☉ **Dark Secret (Major Bad Trait):** He's... well, that's up to the GM.

- ☉ **Forgetful (Minor Bad Trait):** Without Gertie, he'd never be able to run Operation GEORGE.
- ☉ **Impaired Senses (Major Bad Trait):** Blind in one eye and missing most of an arm.

STORY POINTS: 6

CAPTAIN HENRY WILLIAMS*

Age 29

"There's nothing in the past that's half so awful as what men can do. At least these monsters kill for a reason."

Williams is the newly recruited leader of Operation GEORGE's field team. He was wounded in a commando raid on the French coast; Brigadier Smythe swooped in and had Williams transferred to GEORGE while the young captain lay unconscious in a hospital bed. Although he's a combat veteran and the ranking officer of the field team, Williams is also the least experienced member of the team when it comes to Anomalies and dinosaurs. The previous leader of the field unit, Captain Young, was eaten by something in the Jurassic.

Given a choice, Williams would prefer to be back on the front lines of the war in Europe, instead of exploring the distant past. At least in Europe, the mission was clear. This whole 'time travel' project is unnerving – and possibly suicidal. The last two captains died while exploring Anomalies, and while Williams is ready to do his duty, what's the point of dying for one's country sixty million years before it even exists?

Awareness 4 Coordination 3 Ingenuity 3
Presence 4 Resolve 4 Strength 4

SKILLS: Athletics 3, Convince 2, Fighting 3, Marksman 3 (Rifles 5), Medicine 1, Subterfuge 4 (Sneaking 6), Survival 3, Technology 2, Transport 3

TRAITS:

- ☉ **Brave (Major Good Trait):** +2 to Resolve rolls against fear.
- ☉ **Keen Senses (Minor Good Trait):** Williams has excellent night vision, and has a +2 bonus to Awareness rolls at night.
- ☉ **Experienced (Special Trait) x 2:** Veteran officer.
- ☉ **Code of Conduct (Minor Bad Trait):** He's the very model of a modern officer.

STORY POINTS: 6

PRIMEVAL

OPERATION GEORGE

CORPORAL IAN MCTAVISH*

Age 34

"Yon prehistoric beastie isn't too different to your common pheasant, just a bit bigger is all."

McTavish used to be a gamekeeper on a Scottish estate before becoming one of the army's best snipers. While he hides behind his gruff facade, shooting people sickened him. His performance in the field dropped when he started freezing up instead of pulling the trigger. His experience in hunting and animal husbandry made him an ideal candidate for Operation GEORGE. McTavish is sick of the army and wants to go home, but he knows too much and his skills are too useful for him to be discharged. Sometimes, on the far side of Anomalies, he's tempted to stay there in the pristine, pre-human wilderness. There's no one to order him to murder people in the Cretaceous; there's no blood on his hands there.

A staunch Scottish Methodist, McTavish is the oldest member of the field team and sees it as his job to keep the others from being eaten. He's seen too much death already.

Awareness 4 Coordination 3 Ingenuity 2

Presence 2 Resolve 3 Strength 4

SKILLS: Animal Handling 3, Athletics 3, Convince 2, Fighting 2, Marksman 4 (Rifles 6), Subterfuge 3 (Sneaking 5, Camouflage 5), Survival 4, Transport 2

TRAITS:

- ☛ **Sense of Direction (Minor Good Trait):** Spent a lot of time in the wilderness.
- ☛ **Sharpshooter (Minor Good Trait):** He's an excellent sniper.
- ☛ **Tracker (Minor Good Trait):** +2 bonus when tracking monsters.
- ☛ **Experienced (Special Trait):** Combat veteran.
- ☛ **Unattractive (Minor Bad Trait):** It's not so



much his craggy features as his constant grumbling and pronouncements of impending doom.

STORY POINTS: 9

CORPORAL VINCENT FULLER*

Age 22

"I can't imagine this won't work!"

Corporal Fuller is an enthusiastic young soldier, ready to do whatever's asked of him. He's unfailingly cheerful, no matter what the situation. He comes from a coastal village in Cornwall, and grew up around boats and sailing, which comes in handy on Guns Island. He's also a hardy mountaineer. He's the heart and soul of the team, counterbalancing McTavish's doomsaying with his relentless good humour. He's got a crush on Dorothy, but she's as far out of his social circle as can be imagined; if it were not for the strange circumstances and confined environment on Guns Island, he'd never even have dared speak to a woman like her.

Awareness 2 Coordination 4 Ingenuity 2

Presence 3 Resolve 3 Strength 5

SKILLS: Animal Handling 2, Athletics 3 (Climbing 5), Convince 1, Fighting 3 (Brawling 5), Marksman 2, Medicine 1, Subterfuge 1, Survival 2, Technology 1,

THE ROLE-PLAYING GAME

Transport 3 (Drive 5, Boats 5)

TRAITS:

- ⚙️ **Attractive (Minor Good Trait):** He's good-looking.
- ⚙️ **Impulsive (Minor Bad Trait):** Fuller jumps in feet first to any situation.
- ⚙️ **Team Player (Special Trait):** Gives a bonus point for Group traits.

STORY POINTS: 9

PROFESSOR LUCIUS CRANE

Age 49

"They're all dead. The monsters came for them... and they'll come for us, too."

Professor Crane is the head of the scientific section of Operation GEORGE. He's a thin, nervous man; moving from Oxford to the rainy, windy, and cold environment of Guns Island has played havoc with his health. He's a physicist by speciality; unlike the Brigadier, Crane knows that the Anomalies are a potentially bigger threat to the Empire than the dinosaurs or even the Third Reich.

Crane was a colleague of the late Professor Morton. In fact, he was the last person Morton spoke to before he died. Crane received a telephone call from his friend in the dead of night, and had to listen as Morton bled to death from a claw wound. The chilling experience has left Professor Crane with an overwhelming fear of dangerous animals, and that puts him in a terrible dilemma. He's convinced that the Anomalies are vitally important to both the war effort and the future of humanity, but he's too scared of monsters to go near them. He compensates by obsessively interrogating the field expeditions and getting Higgins to gather scientific observations of the Anomalies.

Awareness 3 Coordination 3 Ingenuity 5
Presence 3 Resolve 4 Strength 3

SKILLS: Athletics 1, Convince 2, Fighting 1, Knowledge 3, Medicine 2, Science 3 (Mathematics 5, Physics 5, Chemistry 5), Subterfuge 2, Technology 3, Transport 1

TRAITS:

- ⚙️ **Friends in Academia (Major):** Crane has a lot of contacts in universities.
- ⚙️ **Cowardly (Minor):** Professor Morton's last words shook Crane to his core.
- ⚙️ **Phobia (Minor):** He's terrified of dinosaurs.

STORY POINTS: 6

DR. CECIL HIGGINS

Age 42

"Give me a few days in the lab, and I'll whip something up!"

The project's boffin and gadgeteer, Higgins served briefly during the Great War before becoming a school teacher. He volunteered again in '39, and was transferred to Operation GEORGE as a technical specialist. Higgins divides his time between the anti-submarine listening apparatus and experiments with the Anomalies. He also builds specialised equipment for the field team, helps out around the island by fixing generators, installing heaters and waterproofing everything in sight, and is working on brewing his own booze in a cave. He likes to keep busy.

His son Albert stayed behind in England when Cecil went to Guns Island. Albert volunteered three months ago. The thought of Albert dying in some French field haunted Cecil, and he tried to have the boy transferred to Operation GEORGE, but the request came through too late. Albert was instead sent to North Africa, and is currently listed as missing in action.

Awareness 3 Coordination 3 Ingenuity 4
Presence 3 Resolve 3 Strength 4

SKILLS: Animal Handling 1, Athletics 1, Craft 3, Fighting 2, Marksman 2, Science 3 (Physics 5), Subterfuge 1, Technology 3 (Electronics 5, Gadgetry 5), Transport 3

TRAITS:

- ⚙️ **Technically Adept (Minor Good Trait):** +2 to Technology when dealing with gadgets and gizmos.
- ⚙️ **Dependent (Minor Bad Trait):** His son, Albert.

STORY POINTS: 12

FRANKLIN CRAWFORD*

Age 25

"I'm going to get closer to it, so I can get a really good photo of those jaws. Gee, they're huge!"

Crawford's an American journalist, who's officially listed as 'missing'. He was on a cargo ship that was crossing the Atlantic when it was sunk by a German U-boat. Crawford was the sole survivor; he was washed ashore on Guns Island and ran into an Iguanodon before the security guards found him. The Brigadier could not send him back to the mainland without risking Operation GEORGE, so Crawford agreed to stay on as the team's official photographer and field researcher (and unofficial prankster).

PRIMEVAL

OPERATION GEORGE



Crawford knows the Anomalies are the new frontier, the biggest story in history, and when the war's over, he's going to be famous. He's a brash, ambitious American, and is eager to explore the Anomalies and see what's out there. He has no sense of self-preservation; he'll risk getting eaten by a T. rex for a good photo.

Awareness 4 Coordination 3 Ingenuity 3

Presence 4 Resolve 4 Strength 2

SKILLS: Athletics 2, Craft 3 (Photography 5), Convince 3 (Fast Talk 5, Charm 5), Fighting 2, Knowledge 3 (Literature 5, Politics 5), Marksman 1, Science 1, Subterfuge 3 (Sneaking 5), Technology 2, Transport 1

TRAITS:

- ☛ **Photographic Memory (Major Good Trait):** He's got a memory like a steel trap.
- ☛ **Lucky (Minor Good Trait):** The sort of guy who survives a shipwreck and gets washed up on the biggest story in history.
- ☛ **Experienced (Special Trait):** He's a plucky boy reporter.

☛ **Distinctive (Minor Bad Trait):** He's a loud American on an island full of Brits.

☛ **Insatiable Curiosity (Minor Bad Trait):** He gets himself into trouble a lot.

☛ **Fresh Meat (Minor Bad Trait):** Dinosaurs love the taste of corn-fed reporter.

☛ **Eccentric (Minor Bad Trait):** He's a practical joker and loves needling those in authority.

STORY POINTS: 9

DOROTHY HYDE*

Age 27

"The first dinosaur fossils were discovered by a woman, you know. Her name was Mary Anning. Uneducated, impoverished, obscure – and she opened up the infinite expanse of the past to science!"

Dorothy Hyde was born in India; her father was a provincial governor and an amateur palaeontologist. She inherited both his interest in the distant past and his family fortune; she spent the last several years travelling the world, from India to Australia to South America and parts of Africa, in search of fossils. The war interrupted her travels, but put her on the trail of something extraordinary. While in Ireland, she met a fisherman who had caught a strange creature off the south coast. She recognised it as a *heterolepidotus*, a bony fish from the Jurassic era. She hired a boat and set off in search of more such creatures; she found Guns Island and the military base there.

Like Franklin Crawford, she has agreed to help Operation GEORGE in exchange for a promise of secrecy. The Brigadier finds the idea of a woman going through the Anomalies to be unacceptable, but she is the closest thing the team has to a dinosaur expert, so sometimes allowances must be made. Dorothy's used to this sort of foolish paternalism, but has little patience when it gets in the way of her scientific discoveries.

Awareness 4 Coordination 3 Ingenuity 4

Presence 4 Resolve 4 Strength 2

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SKILLS: Animal Handling 1, Athletics 2, Convince 2, Knowledge 4 (History 6, Anthropology 6), Marksman 2, Science 3 (Biology 5, Palaeontology 5), Subterfuge 1, Survival 2, Technology 1, Transport 1

TRAITS:

- ⊗ **Attractive (Minor Good Trait):** A classic beauty.
- ⊗ **Friends in High Places (Minor Good Trait):** Her family name carries a lot of weight in certain circles.
- ⊗ **Wealthy (Major Good Trait):** Heir to a fortune.
- ⊗ **Experienced (Special Trait):** She's seen the world.
- ⊗ **Insatiable Curiosity (Minor Bad Trait):** Why, what's that? Let's chase it into a dark cave!

STORY POINTS: 9

FLIGHT SERGEANT GERTRUDE POLSTANCE

Age 24

"I think you'll find that report on your desk already, sir. I completed it last week."

'Gertie' is a WAAF (Women's Auxiliary Air Force) officer, and the organisational mastermind behind Operation GEORGE. Coordinating a joint secret operation that involves the RAF, the Navy, the Army, half-a-dozen Whitehall departments, and espionage groups is hard enough, but Gertie does it all from a desk in a wind-battered prefab in the middle of the North Atlantic. She knows everything and everyone on Guns Island; the whole operation would collapse without her.

She often flirts with Captain Williams and Franklin Crawford; neither man is quite sure if she's genuinely interested, or just amusing herself. She's also a good friend to Dorothy Hyde.

Gertie's position on the island, with her eye on everything and everyone, means she's the only person who knows about the Tailor...

Awareness 3 Coordination 2 Ingenuity 4

Presence 4 Resolve 4 Strength 4

SKILLS: Athletics 1, Convince 3 (Persuade 5), Fighting 1, Knowledge 3 (Logistics 5), Medicine 3, Science 2, Subterfuge 2, Technology 2, Transport 1

TRAITS:

- ⊗ **Authority (Minor Good Trait):** She's the Brigadier's right hand woman. Sometimes, it almost seems like she runs the whole Operation.
- ⊗ **Voice of Authority (Minor Good Trait):** Well, more like voice of perky efficiency. Still, you want to do what she says.
- ⊗ **Fresh Meat (Minor Bad Trait):** Gertie draws carnivores like moths to a flame.

STORY POINTS: 12

OPERATIONAL RESOURCES

Operation GEORGE is based on Guns Island, a small island some two hundred miles west-southwest of Ireland. The island is sixteen hectares of rocky cliff, muddy grassland, and gannet nests. Other than the ruins of an old hermitage built by eccentric monks in the 12th century, there was no human habitation on Guns Island until 1938 when the Navy established a listening post there, using newly-developed undersea sonar technology (called ASDIC) to watch for enemy submarines.

Something about Guns Island attracts Anomalies, especially during storms. The first Anomaly was discovered there in 1941; since then, Anomalies have opened regularly. Often, multiple Anomalies open simultaneously. The



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current record is five active time portals, but that does not include offshore and undersea portals. If you live on Guns Island, you have to adapt to strange animals wandering in on a daily basis.

Currently, there are around sixty staff stationed at the Guns Island base as part of Operation GEORGE. The 'base' is mostly made up of prefabricated buildings, but there is also a large underground structure made of concrete for holding captured animals, munitions, and scientific laboratories. A network of sea caves around the island is also used for storage.

Getting to and from Guns Island is hazardous. There is a small jetty on the south side of the island, at the foot of a perilous rocky staircase up the cliffs, but the jetty can only be reached in good weather. The RAF has succeeded in landing light cargo planes on a makeshift runway on the island, but after a brand-new DC3 crashed while carrying a nasty theropod, the Brigadier has banned flights to and from the island except in emergencies.

There's also a war on. Resources are scarce, and the War Office cannot afford to squander men or equipment on minor projects, even ones with the Prime Minister's blessing. So Operation GEORGE is underfunded and underequipped. Conditions on Guns Island also make everyone's job harder; the island is often cut off for weeks at a time.

BASE

Guns Island is a barren, ugly rock in the middle of nowhere, but it's home.

GOOD TRAITS:

- **Armoury:** Any World War II era equipment that could reasonably be shipped to the middle of the North Atlantic.
- **Medic:** There's an overworked doctor on staff.
- **Minions:** Lots of soldiers.
- **Official Sanction:** Churchill himself backs Operation GEORGE.

BAD TRAITS

- **Anomaly Faultline:** The island is the textbook definition of a faultline.
- **Traitor:** The Tailor...

WORKING FOR OPERATION GEORGE

Operation GEORGE is the 1940s version of the Anomaly Research Centre, only it's based on a godforsaken island in the middle of nowhere and commanded by an eccentric military officer who's convinced that legions of dinosaur-riding Nazis are going to crush the Allied Forces. The field team is composed mostly of military personnel with a few



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civilian specialists and scientists, but this is not a scientific expedition – rather it is a military reconnaissance to safeguard Great Britain's security.

The player characters are stuck on Guns Island. There's no easy way off the island. Contacts with the mainland are infrequent. The only place to get away from the constant rain and wind is to go through an Anomaly and explore the past. The Anomalies are everywhere on the island; the team does not go out in search of incursions, the incursions happen right on their doorstep. While Operation GEORGE's primary focus is on the Anomalies on Guns Island, the team is often sent back to England or even into Europe to investigate other creature sightings and Anomalies there.

The war hangs over everything to do with Operation GEORGE. The island is under constant threat of attack. News from home speaks of air raids, rationing, and the danger of invasion. The War Office expects results from the Operation; military goals override everything else.

VILLAINS

OBERLEUTENANT OTTO FOERSCH

Age 44

Otto Foersch, also known as 'the Sea-Wolf' is the Captain of U-491, a commerce raider operating in the North Atlantic. His submarine preys on merchant shipping in the waters near Guns Island. Foersch became obsessed with the island when he spotted strange creatures flying over the cliffs; since then, he has encountered several aquatic creatures and even an underwater Anomaly. His reports to the German Kriegsmarine have been largely ignored; Foersch is determined to find out the truth behind Guns Island and the strange creatures, even if that means leading an invasion of the island himself.

Awareness 4	Coordination 3	Ingenuity 4
Presence 5	Resolve 5	Strength 4

SKILLS: Animal Handling 1, Athletics 3 (Swimming 5), Convince 4, Fighting 2, Knowledge 3, Marksman 3, Medicine 2, Science 3, Subterfuge 2, Survival 2, Technology 3, Transport 3 (Submarine 5)

TRAITS:

- ☉ **Authority (Minor Good Trait):** He's the captain of a U-Boat.
- ☉ **Brave (Major Good Trait):** +2 to Resolve checks to resist fear.

- ☉ **Minions (Major Good Trait):** The crew of his submarine.
- ☉ **Tough (Major Good Trait):** Reduce all damage suffered by 3.
- ☉ **Experienced (Special Trait) x2:** Otto's a veteran officer.
- ☉ **Obligation (Major Bad Trait):** Card-carrying member of the Nazi party.
- ☉ **Obsession (Minor Bad Trait):** Finding out the truth about Guns Island.
- ☉ **Unattractive (Minor Bad Trait):** His face was scarred by a prehistoric monster.

STORY POINTS: 6

CAPTAIN MULLIGAN

Age ??

In 1938, the British Army sent a small exploratory team through an Anomaly in the forest. The Anomaly closed before the team could return. It was given up as lost, presumed dead.

At least one member of the team survived. An Operation GEORGE expedition was recently ambushed in the Eocene by a band of 'savages, cut-throats, and barbarians' led by a man in a tattered army uniform. Mulligan has been lost in time and space for at least fifteen years. Throughout this long odyssey, he has clung to an idealised, perfect vision of England, an England that no longer exists. He blames the army, and especially Operation GEORGE, for stealing his life and home from him, and now he wants revenge.

His band of followers consists of the few other survivors of the 1938 expedition, together with mercenaries and brigands that he has recruited from the distant past. They wander from Anomaly to Anomaly, surviving as best they can in the shifting wilds of time.

Awareness 4	Coordination 3	Ingenuity 3
Presence 2	Resolve 5	Strength 4

SKILLS: Animal Handling 3, Athletics 4, Convince 3 (Intimidation 5), Fighting 4 (Spear 6), Knowledge 3, Marksman 3, Medicine 2, Science 1, Subterfuge 3, Survival 3 (Wilderness 5), Technology 1, Transport 1

TRAITS:

- ☉ **Keen Senses (Major Good Trait):** +2 to all Awareness rolls.
- ☉ **Minions (Major Good Trait):** His band of cut-throats and madmen.

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- ❁ **Quick Reflexes (Major Good Trait):** +2 to Coordination when determining initiative.
- ❁ **Experienced (Special Trait) x2:** Lost on the sands of time.
- ❁ **Adversary (Major Bad Trait):** He's declared war on England.
- ❁ **Eccentric (Major Bad Trait):** Completely insane.
- ❁ **Time Shifted (Minor Bad Trait):** He's been lost in time for years.

STORY POINTS: 6

THE TAILOR

Age ??

Nothing is known about the Tailor, other than the fact he (or she) exists. A British spy in France managed to intercept a message that referred to a German agent code-named 'the Tailor' that noted he was en route to Guns Island. British Intelligence believes that the Tailor is a highly skilled German spy targeting Operation GEORGE; in fact, it is likely that the Tailor has already infiltrated the organisation.

Who is the Tailor?

THE TAILOR: Instead of giving statistics for the Tailor, it is suggested that the GM pick one of the other Operation GEORGE characters to be the Tailor's real

identity. It could be Gertie, or Dr. Higgins, or one of Captain William's soldiers, or even Franklin Crawford. Use the characteristics for your chosen traitor, but add another 6 points of Attributes, another 6 points of Skills as well as Subterfuge 5, and the Traits, Breaking & Entering, Quick Reflexes, Face in the Crowd, and Dark Secret.

DAVY JONES

Home Period: Cretaceous

Davy Jones is a previously unknown species of pteranodon. It is bigger, stronger, and considerably more aggressive than other pterosaurs. It came through an Anomaly six months ago, and has built itself a nest somewhere on Guns Island or on one of the smaller rocks nearby. It has killed two guards already, and maimed a third. The beast has a devilish intelligence, and is smart enough to recognise a gun when it sees one. The Brigadier refers to Davy Jones as his white whale, and has vowed to bring the monster down before it kills again.

Awareness 3 Coordination 4 Ingenuity 1

Presence 4 Resolve 5 Strength 10

Speed: Fast **Size:** Big

Maximum Threat: 12

Threshold: 6 (1-2: Flee; 3-6: Swoop)



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TRAITS:

- ☼ **Bite:** A pteranodon's beak does Strength -2 damage (4/8/12) on a successful hit. The creatures rely on forward momentum (see the Swoop power below) when fighting bigger creatures.
- ☼ **Flyer:** Pteranodons can fly; they are not very agile flyers, but are capable of gliding immense distances.
- ☼ **Circle Threateningly:** A pteranodon can gain Threat by circling over its prey and looking for an opening. It can use Coordination + Athletics instead of Presence + Resolve to build Threat.

THREAT POWERS:

- ☼ **Swoop (3 Threat):** The pteranodon swoops down on its prey. This attack has a +4 bonus to hit and does Strength +2 damage (6/12/18).
- ☼ **Grab (2 Threat):** Davy Jones can grab victims with its talons; grabbed victims must make a Strength + Fighting or Athletics + Coordination contest to break free.

SKILLS: Athletics 4 (Flying 6), Fighting 5, Survival 4

STORY POINTS: 6

PLAYING IN THE OPERATION GEORGE FRAMEWORK

Operation GEORGE mixes the basic premise of *Primeval*, that of a small team investigating Anomalies and fighting dinosaurs, with World War II. Most missions involve travelling through Anomalies and capturing dinosaurs for experiments. (After World War II, Guns Island is briefly used as a testing ground for 'biological weapons'.) The threat of the Nazis, though, opens up all sorts of other adventures involving prehistoric monsters and evil conspiracies. Prehistoric monsters rampaging through bomb shelters; mosasaurs attacking shipping; Nazi tyrannosaurs wading ashore at Dover...

What are the military applications of the Anomalies? The characters could be sent to bury carefully wrapped supplies in prehistoric France, so resistance groups can dig them up hundreds of years later, or sent to acquire medicinal plants from the Jurassic. The Nazis might launch an attack on Guns Island to seize the Anomalies, or find their own Tame Anomaly and open a front in the Jurassic. Alternatively, pulp Nazi superscience could create its own Anomalies...

What if the Nazis won in the 'original' timeline, and we've been living in an alternate history for fifty years? How can the characters use the Anomalies to change history and save the Allies from defeat?

GUNS ISLAND IN THE PRESENT

The ARC team visit Guns Island in *The Lost Island* novel. The military base was abandoned many years ago, but the island was once again home to dozens of dinosaurs. As a result of the team's adventures there, Lester was forced to reveal the existence of the Anomalies to both the French and Irish governments, both of whom now dispute ownership of the island.

PRIMEVAL

THE VILLAGE

INTRODUCTION



It's a local tradition to spend rainy nights sitting outdoors, watching the woods. Your parents did it; so did their parents, and their grandparents, all the way back for hundreds of years. Most nights, all you can see are the tree branches waving in the moonlight and owls circling overhead.

Some nights, though, you see strange lights in the woods. Those are nights when the monsters come out of the forest...

The 20th century passed Hawhedge by. The little village nestles in a tranquil valley, surrounded by farmland. The modern world almost seems to route itself around Hawhedge – the proposed motorway never got built, the village was never swallowed up and turned into a commuter suburb of some big city. Life is quiet and slow here in Hawhedge, just as it's been for centuries, and that's just how the locals like it.

Hawhedge is old. It's mentioned in the Domesday Book, the census of England taken in 1086. The streets in the middle of the village follow the same path as the original medieval lanes. Most of the village's economy is based around farming. During the 18th and 19th centuries, there was a small iron mine in the surrounding hills, but that was exhausted by 1860. If you know where to look, you can still find old Victorian train tracks and mine shafts dug steeply into the rich earth of the hills overlooking the village.

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Close to the village is the woodland area called Nickswood, and that's even older. Nickswood is one of the few examples of ancient woodland left in the British Isles; it is composed mostly of hazel, yew, and oak. The name 'Nickswood' was originally a nickname. The older name for the wood is Dracwood; Nickswood means 'Old Nick's Wood' – the Devil's Wood.

Since time immemorial, that wood has been haunted. The villagers know this to be true. On stormy nights, they watch for silvery lights shimmering amid the trees. If they see the 'fairy fire', they know it heralds the coming of monsters.

And since time immemorial, the villagers have chosen some of their own to be wardens of the wood.

THE WARDENS

The village pub in Hawhedge is *The Star*. There's a secret back room, known only to a few of the villagers, and that is where the Wardens meet. The Wardens are a small group, chosen from amongst the locals, who are given the duty

USING THE VILLAGE

If you're using the Village framework, then the player characters are the Wardens. Suitable player characters are marked with an *. It's like working for the Anomaly Research Centre, if the ARC was the back room of a 17th-century pub and had no budget whatsoever. The game is a mix of the extremely local and the exotic, where the characters travel into prehistory, but never go further than the nearest town. The timelessness of the village means that you can easily transplant this framework into a different era – there's not much difference between modern day Hawhedge, and the Hawhedge of the 1950s, or the 1920s, or even the 19th century.

With a little more work, the Village framework can be transported to another country. It could be an ancient French village, or an old Maine mining town, or a little town in Queensland in Australia – anywhere where there could be small, isolated communities sitting on the edge of primeval wilderness.

If you're using a different framework, then the village Wardens can be used as a bizarre cult. Make them more aggressive in keeping out 'outsiders', and turn Nickswood into the modern-day equivalent of 'Spaghetti Junction' (see page 151, core rulebook).

of watching over the wood and protecting the village from monsters. The Wardens are traditionally selected on the basis of strength and woodcraft, but these days, Wardens are also expected to be good hunters and be able to cover up strange events.

Why not go to the authorities? No-one wants the police running around Hawhedge. If the government found out, the whole place would be overrun with specialists and scientists and the Army and who knows what else. The village would be destroyed, or worse, the authorities would try meddling with the faerie lights in the wood, and that could have disastrous consequences. Nickswood must be kept a secret.

THE VILLAGE CHARACTERS

TOBY FERRIS

Age 56

Toby's the last surviving member of the previous band of Wardens who kept watch over Nickswood. He walks with a limp; something tore a chunk out of his leg one night, and he's too old and lame to go running around the forest in the dark. He spends most of his time in *The Star*, propping up the bar and telling tall tales about the things in the wood. When he's sober, Toby can be a source of useful information about creatures.

Awareness 4	Coordination 3	Ingenuity 2
Presence 2	Resolve 4	Strength 2

SKILLS: Animal Handling 3, Athletics 2, Convince 3, Craft 3, Fighting 2, Knowledge 2, Marksman 2, Medicine 2, Science 1, Subterfuge 3, Survival 4 (Forests 6), Technology 2, Transport 2

TRAITS:

- ☛ **Authority (Minor Good Trait):** Former head of the Wardens.
- ☛ **Experienced (Special Trait):** He's seen a lot of strange things out in the wood.
- ☛ **Eccentric (Minor Bad Trait):** Odd and usually drunk.
- ☛ **Slow Runner (Minor Bad Trait):** It's his leg, you see.

STORY POINTS: 3

PRIMEVAL

MARGARET HUNT

Age 55

Margaret's family has always lived in the village and she is one of the most important people in Hawthedge. In addition to being the formidable owner of *The Star*, she's in charge of the village fête, is chairwoman of the parish council, and she also runs the post office. Plus she's the best source of gossip and news in Hawthedge. She has never been a Warden, but knows about their duty and the importance of keeping Nickswood's secret better than anyone. If a Warden neglects his responsibility, then Margaret puts them back on course. She can be domineering and interfering, but always has the best interests of the village at heart.

Her husband was a Warden; he vanished in the woods and was never seen again. She adopted Alice Hunt after his disappearance. She disapproves of Frank Bellard, but respects the Drake family and is wary of interfering with whatever they are up to. Tradition is the most important thing in Margaret's worldview.

Awareness 3 Coordination 3 Ingenuity 3

Presence 4 Resolve 4 Strength 2

SKILLS: Animal Handling 1, Athletics 2, Convince 3 (Browbeat 5), Craft 1, Fighting 1, Knowledge 3, Marksman 1, Medicine 1, Science 1, Subterfuge 2,

Survival 2, Technology 1, Transport 2

TRAITS:

- ☼ **Authority (Minor Good Trait):** She unofficially runs the village.
- ☼ **Friends in the Village (Minor Good Trait):** Margaret knows everyone.
- ☼ **Voice of Authority (Minor Good Trait):** +2 to Presence rolls when ordering people around.
- ☼ **Code of Conduct (Minor Bad Trait):** She respects the village traditions and propriety.
- ☼ **Dependent (Minor Bad Trait):** Alice Hunt is in her care.

STORY POINTS: 3

IAN FERRIS*

Age 31

Ian is the village policeman. Hawthedge is too small to have its own police station – Ian's based out of the station in the nearby town – but he's a regular sight in the village, cycling past on his heavy black bicycle. Ian's torn between his duty as a policeman and his responsibilities as a Warden. By rights, he should report the creatures and the existence of the Anomalies in the woods to the authorities, but that would mean defying centuries of tradition and, more importantly, his father Toby. For the moment, Ian concentrates on keeping the Wardens' activities within the bounds of the law.

Awareness 4 Coordination 3 Ingenuity 3

Presence 4 Resolve 4
Strength 4

SKILLS: Animal Handling 2, Athletics 3, Convince 3, Fighting 3, Knowledge 2, Marksman 2, Medicine 1, Science 2, Subterfuge 2, Survival 2, Technology 1, Transport 2

TRAITS:

- ☼ **Authority (Minor Good Trait):** Village police man.
- ☼ **Attractive (Minor Good Trait):** Ladies love a man in uniform. +2 to any rolls involving his good looks.
- ☼ **Brave (Major Good Trait):** Ian's not about to let some overgrown lizard shake



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him. He's got a +2 bonus to checks to resist fear, and can spend a Story Point to automatically resist.

- ⚙️ **Experienced (Special Trait):** Has trod a beat in a big town.
- ⚙️ **Obligation (Minor Bad Trait):** He swore an oath to uphold the law.

STORY POINTS: 9

DUNCAN CLAYMORE*

Age 34

Claymore's appointment to the Wardens shocked those in the know in the village. He's a troublemaker, a poacher, and a thief, not the sort of person to be a trusted Warden, but Claymore's skills are vitally needed by the village. When he's not doing odd jobs around Hawhedge or getting into trouble with the law, he's out in Nickswood. He knows the area better than anyone – but can he be relied on?

Duncan's got a shack out in the woods, near the Anomaly site. He's even travelled through Anomalies on his own, something that is strictly forbidden by the Warden's Code.

Awareness 4 Coordination 3 Ingenuity 2
Presence 2 Resolve 3 Strength 4

SKILLS: Animal Handling 3, Athletics 3 (Running 5), Convince 2, Craft 3, Fighting 3 (knife 5), Knowledge 2, Marksman 3, Medicine 1, Science 1, Subterfuge 3 (Sneaking 5), Survival 4, Technology 1, Transport 1

TRAITS:

- ⚙️ **Sense of Direction (Minor Good Trait):** He's never lost in the woods.
- ⚙️ **Experienced x 2 (Special Trait):** Travelled through the Anomaly alone.
- ⚙️ **Eccentric (Minor Bad Trait):** Duncan's a petty thief and criminal.
- ⚙️ **Maverick (Minor Bad Trait):** He doesn't like being ordered around.
- ⚙️ **Obligation (Minor Bad Trait):** Loyal to the Wardens.

STORY POINTS: 6

DOCTOR BERNICE KEETON*

Age 29

Keeton's a newcomer to the Hawhedge region. She took over the practice of the old village doctor. Soon afterwards, she found herself treating a series of unusual injuries – lizard bites, mostly, but also an arrow wound from a stone arrowhead and what appeared to be mild radiation

exposure. She investigated, and followed the Wardens into the forest. Once she saw an Anomaly, the Wardens had no choice but to induct her into the village's secret.

Unlike the other Wardens, Keeton has no ingrained beliefs about the Anomalies. They must be a rational phenomenon, not some folk-belief nonsense about magic portals and fairylands. Those creatures are definitely prehistoric dinosaurs, not mythic monsters.

Awareness 3 Coordination 3 Ingenuity 4
Presence 4 Resolve 3 Strength 2

SKILLS: Animal Handling 2, Athletics 2, Convince 3, Fighting 2, Marksman 1, Medicine 4 (First Aid 6, Forensics 6), Science 3 (Chemistry 5, Biology 5), Subterfuge 2, Survival 1, Technology 2, Transport 1

TRAITS:

- ⚙️ **Authority (Minor Good Trait):** She's the village doctor.
- ⚙️ **Experienced (Special Trait):** Medical school graduate.
- ⚙️ **Insatiable Curiosity (Minor Bad Trait):** Bernice is an avid amateur sleuth.

STORY POINTS: 9

HOLLY FERRIS*

Age 23

Holly's a newly qualified veterinary surgeon. Between setting up her new practice in the village, and tending to the needs of the surrounding farms, she's also a Warden like her older brother Ian. She studied veterinary science in London, and returning to the little village of Hawhedge is a shock to her system. The place is so small and insular... and boring, when you're not chasing dinosaurs through the woods, that is.

Awareness 2 Coordination 4 Ingenuity 3
Presence 3 Resolve 3 Strength 3

SKILLS: Animal Handling 4, Athletics 1, Convince 2, Fighting 2, Marksman 2, Medicine 3 (Veterinary Medicine 5), Science 3, Subterfuge 2, Survival 3, Technology 1, Transport 1

TRAITS:

- ⚙️ **Attractive (Minor Good Trait):** She's young, pretty and pink-haired.
- ⚙️ **Animal Lover (Minor Bad Trait):** She can't stand to see animals hurt.

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INTRODUCTION

- ✱ **Distinctive (Minor Bad Trait):** With her multi-coloured hair and unusual clothes, everyone in the surrounding area can recognise Holly in an instant.

STORY POINTS: 12

BOB HOLDSTOCK*

Age 36

Holdstock's family come from the area around Hawhedge, but he grew up in America. He returned to the family farm to work in peace and solitude. He's a writer, specialising in historical fiction. He thought the atmosphere of Hawhedge would be inspiring, but found more than he expected when he started researching the history of the village. There are all sorts of records in the village hall, some of which date back centuries, speaking of monsters, disappearances, and strange events. When he asked too many questions Toby Ferris inducted him into the Wardens, deciding it was better to have Holdstock on the inside of the conspiracy rather than poking around outside.

Awareness 4 Coordination 2 Ingenuity 4

Presence 3 Resolve 3 Strength 3

SKILLS: Animal Handling 2, Athletics 2, Convince 3, Craft 3 (Writing 5), Fighting 1, Knowledge 3 (History 5, Archaeology 5), Marksman 2, Medicine 1, Science 2, Subterfuge 1, Survival 2, Technology 1, Transport 1

TRAITS:

- ✱ **Lucky (Minor Good Trait):** Bob always lands on his feet.
- ✱ **Experienced (Special Trait):** He knows how to effectively conduct research.
- ✱ **Forgetful (Minor Bad Trait):** He's easily distractible and absent-minded.

STORY POINTS: 9

ALICE HUNT*

Age 18

Alice isn't her real name, but it will do for now.

She was found by the Wardens a year ago in the woods. She was dressed in torn rags and suffering from numerous cuts and claw marks. She was

clutching a metallic necklace of strange design in one hand, holding it so tightly that her nails were embedded deeply in the flesh of her palm. She had obviously come through one of the Anomalies, but there was no sign of an open portal when she was found. The Wardens brought her back to Hawhedge; she recovered quickly from her physical wounds, but her memory is still damaged. She can remember only fragments of her past life – running from monsters, mostly, but there's the occasional memory of a face she almost recognises, names that are always at the tip of her tongue, but never quite recalled, and the wordless certainty that something is terribly wrong with the world.

She's been unofficially adopted by Margaret Hunt; as Alice has no birth certificate or other documentation, she does not officially exist. Leaving the village is dangerous. If the authorities became aware of her, it would raise too many awkward questions.

Alice has adjusted quickly to the modern world. Dr. Keeton examined her, and found that she had been given modern vaccines and injections at some point in the last five years, but was unable to determine what time period she had originally come from. Alice's origin is a mystery to everyone, including herself.

Awareness 4 Coordination 4 Ingenuity 2

Presence 2 Resolve 5 Strength 2

SKILLS: Animal Handling 2, Athletics 2, Convince 2, Fighting 4 (Throws 6), Marksman 2, Medicine 1, Science 2, Subterfuge 3 (Sneaking 5), Survival 3, Technology 1, Transport 1

TRAITS:

- ✱ **Martial Artist (Major Good Trait):** She doesn't know where she picked up the skills, but she's an expert hand-to-hand fighter.
- ✱ **Amnesiac (Major Bad Trait):** She doesn't know where she came from.
- ✱ **Dark Secret (Minor Bad Trait):** She doesn't exist, officially.
- ✱ **Time Shifted (Minor Bad Trait):** Obviously not from around here.

STORY POINTS: 12

THE ROLE-PLAYING GAME



THE VILLAGE AS A CHARACTER

The other really important character in this game is the Village itself. To get the most out of this framework, you must bring the Village to life. The best way to do this is to take the following facts as a starting point:

- It's a quaint rural village, with a population of around 300 people.
- The Village is near an old, tangled forest.
- The Village is isolated.
- There's an old mine in the surrounding hills.
- There's a pub called *The Star* where the Wardens meet.
- The Wardens are a secret group of villagers who protect their home from the monsters in the wood.

Once everyone has those basic ideas, start brainstorming and making the Village your own. The player characters have lived in the village all their lives, so get the players to make up the families who live in the village, the surrounding terrain, the nature of the village secret, the family secrets and gossip, the unresolved mysteries and feuds. The players should be encouraged to populate the village and come up with locations in and around it, so that they know it as well as their characters do. Together the players and GM should fill it with interesting, eccentric characters.

The village is a constant part of this group framework. Every adventure begins and ends in the Village; it's the characters' world. Going outside of Hawhedge is an unusual event.

OPERATIONAL RESOURCES

None, really. The Wardens are an unofficial, ad hoc organisation. Not everyone in even Hawhedge knows about them, and they're totally unknown outside of the village. They've less respect and funding than the village amateur dramatics society or a bunch of Morris dancers. All they have is what the characters bring with them, a few hundred years of tradition, and the back room of *The Star*.

BASE

The Wardens are actually one Good Trait short – either let the players pick an extra Good Trait for the group, or let the group pick up Future Technology in an adventure.

GOOD TRAITS:

- Archives:** The back room of *The Star* and the village historical society contain hundreds of years of documents relating to Hawhedge and Nickswood. They've also got a lot of dinosaur reference books.
- Laboratory:** It's actually the science room of the local primary school, but the Wardens have a key.
- Secure Base:** No-one gets into the pub without Mrs. Hunt knowing.

BAD TRAITS:

- Anomaly Faultline:** The woods are exactly that.
- Underfunded:** Their only official funding is an annual bake sale.

PRIMEVAL

WORKING FOR THE WARDENS

It's like being a volunteer firefighter, only with dinosaurs instead of chimney fires. If you're a Warden, then you're supposed to spend one night a week in a little room at the top of the spire of the village church that overlooks Nickswood, keeping watch for 'fairy fire' – Anomalies. If an Anomaly, or a creature, is sighted, then the Wardens go out into the woods to deal with the threat.

Sometimes, there are no Anomalies for months or even years at a time. During lulls, being a Warden is easy, but boring. At other times, the forest is afire with silver light, and being a Warden's not so easy and it certainly isn't boring. Where possible, the Wardens send the creatures back through the portals to their home times. If not... well, friendly local farmers are used to keeping strange things in their barns, or burying large corpses in the bog at night. The Wardens have the support of the villagers who know about the old tradition. Not everyone in Hawhedge knows about the Wardens, just those who can be trusted.

VILLAINS

LADY DRAKE

Age 35

The Drake family have owned land around Hawhedge since the 16th century. Their crumbling manor house is on the far side of the wood from the village. The Drakes are rarely seen in the village, except when they pass through at speed in big, expensive cars. The family is secretive and eccentric; its estate admits few visitors.

Part of Nickswood Forest is owned by the Drake family. In years past, the Wardens have been warned not to enter that part of the forest, or they will be shot as trespassers. The Drakes employ their own foresters and gamekeepers, many of whom have vanished in unusual circumstances. They must know about the Anomalies, but what they do about them is a mystery. The source of the Drake family wealth is shrouded in obscurity, as is the meaning of the curious Victorian folly buildings near their manor.

Lady Drake is the current holder of the Drake lands and title. She lives in London, but visits her estates regularly. She is rumoured to despise the villagers, considering them all to be poachers, trespassers, and troublemakers.

Awareness 4 Coordination 3 Ingenuity 3

Presence 4 Resolve 3 Strength 3

SKILLS: Animal Handling 3, Athletics 2, Convince 3, Fighting 1, Knowledge 3, Marksman 3, Medicine 1, Science 2, Subterfuge 2, Survival 3, Technology 2, Transport 3

TRAITS:

- ☼ **Authority (Minor Good Trait):** To the manor born.
- ☼ **Friends in High Places (Major Good Trait):** She has friends in the government.
- ☼ **Minions (Major Good Trait):** The staff. They have shotguns.
- ☼ **Wealthy (Major Good Trait):** Old money.
- ☼ **Experienced (Special Trait):** Finishing school rounds out a girl's education.
- ☼ **Dark Secret (Major Bad Trait):** To be discovered...

STORY POINTS: 6

VICAR BROWNE

Age 52

The parish priest of Hawhedge, Vicar Browne came to the village twelve years ago. Traditionally, the vicar of Hawhedge was initiated into the secret of the forest, but Browne's not from the village, and so the Wardens decided to keep him ignorant of both the Anomalies and the existence of the Wardens.

Browne's no fool, though, and has worked out that something strange is going on. He has made it his goal to uncover the truth of Hawhedge and expose the Wardens, whom he believes to be either an 'occult conspiracy' or a criminal gang. So far, the Wardens have been able to stop him laying his hands on hard evidence of the existence of the Anomalies.

Awareness 2 Coordination 3 Ingenuity 3

Presence 3 Resolve 4 Strength 2

SKILLS: Animal Handling 1, Convince 3, Fighting 1, Knowledge 3, Medicine 2, Technology 1, Transport 1

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TRAITS:

- ☛ **Authority (Minor Good Trait):** Village priest.
- ☛ **Empathic (Minor Good Trait):** He's insightful in his blinkered fashion.
- ☛ **Code of Conduct (Minor Bad Trait):** Browne's more of an annoying meddler than a real enemy. He won't ever harm the characters.
- ☛ **Obsession (Minor Bad Trait):** Finding the truth about the Wardens.
- ☛ **Unlucky (Major Bad Trait):** Bad things happen to Browne too often to be a coincidence.

STORY POINTS: 3

FRANK BELLARD

Age 44

Bellard's a property developer and businessman who has taken an interest in Hawthedge. He sees it as a place of untapped potential. Clear out those woods, modernise the farms, get tourists coming in – the village could be a gold mine. At least, that is his pitch to the village council. Bellard's got ties to pharmaceutical and biotechnology companies, and organisations like that are more interested in finding new species and research material to turn into new drugs than redeveloping little villages. What does Bellard really have in mind for Hawthedge?

Awareness 2 Coordination 3 Ingenuity 3
Presence 4 Resolve 5 Strength 3

SKILLS: Athletics 1, Convince 3 (Lie 5), Fighting 2, Knowledge 4, Marksman 2, Science 3 (Biology 5), Subterfuge 4, Survival 2, Technology 2, Transport 3

TRAITS:

- ☛ **Friends in Industry (Major Good Trait):** He's got contacts in several big, sinister corporations.
- ☛ **Photographic Memory (Major Good Trait):** He never misses an opportunity.
- ☛ **Wealthy (Minor Good Trait):** Comfortably well off.
- ☛ **Experienced (Special Trait):** Has seen a lot of the world.
- ☛ **Obligation (Major Bad Trait):** Frank owes a lot of money to certain people, and needs to pay them back with something astoundingly profitable.

STORY POINTS: 3

PLAYING IN THE VILLAGE FRAMEWORK

The Warden framework can be played in several ways. You can take a conventional approach, and run it like a sort of very local Anomaly Research Centre. A portal opens, a dinosaur comes out, and the player characters deal with it; the only difference is that they show up on bicycles with heavy sticks and a thermos flask of tea instead of black SUVs, tranquilliser guns, and hand-held Anomaly Detectors.

You can play it for humour (*'it's the Archers with dinosaurs'*) or as horror (*a small village, a haunted forest, no support, no weapons... and monsters in the darkness*). You can make the history and mysteries of the village a central part of the game. What did the Wardens of the past do? What local legends contain hidden references to the Anomalies?

The game all takes place in a small geographical area, but over a huge temporal one. If the characters leave anything in the past, then it might be dug up in the present. If they find a body buried in the boggy land around the woods, it could be one of theirs. The village's fate has been intertwined with that of the Anomalies for centuries – if the characters travel back in time to historic times, they might meet their own ancestors.



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PANACEACORP

PANACEACORP



Officially, the Panacea Corporation was founded in 2001, but that was its old incarnation. The real Panacea Corporation began life in 2008 on the small volcanic island of Soveg off the east coast of Iceland. A university professor from England, Dr. Douglas Hutton, heard rumours of unusual plant life on Soveg and took a small expedition to the island to locate these new species. Douglas walked out of the Soveg wilderness alone a week later in a near-catatonic state.

An investigation recommended that he be sent to a psychiatric hospital due to his mad ravings about improbable diseases. The official report reads that Hutton murdered his two research associates by pushing them into a lava tube following a psychotic break. What else could the interviewer think when Hutton claimed that his associates had contracted some kind of weird disease that turned them into

shambling monsters and that he had to burn the bodies?

Only one person believed Douglas; his twin brother, Karl. Karl Hutton owned a struggling pharmaceutical company – PanaceaCorp – and in a desperate move he had his people examine the Soveg plant samples. One of the samples contained a sap that had strong antibiotic properties. This discovery was enough to turn PanaceaCorp's fortunes around and put it on the road to success. A year later, PanaceaCorp quietly leased Soveg Island from the cash-strapped Icelandic government and set up a small facility there. In the meantime Karl left his brother to the tender mercies of a government psychiatric institution.

Karl and his inner circle know that there is something special about Soveg Island. They know

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that there are hundreds of unique plant species there and that the insect life is unlike anything else on Earth. They also know that new plant species seem to appear from thin air from time to time. This worries the research team, but Karl is delighted with this seemingly unlimited source of possible new medicines.

For the last four years, PanaceaCorp has charted the island in detail. The researchers have encountered a few dangerous plant species, but so far, Karl has managed to have the few deaths hushed up.

GOALS

Karl Hutton is a very wealthy man, but he is under considerable pressure. The Soveg facility is expensive to run, and discoveries are not as plentiful as he would like. Karl borrowed money from some questionable sources in order to start the project and his “investors” are pressuring him for results. These underworld investors are not long on patience and are close to taking action. Furthermore, a year ago he offered a biological warfare agent to the United Kingdom’s Ministry of Defence and now it is demanding to know where it came from. (The United Kingdom does not use biological warfare, but continues to develop countermeasures and investigate potential threats.)

Karl is increasing pressure on his research teams to find out where the new species are coming from so that they can go straight to the source. Karl suspects some kind of hidden “seed bed” defrosted by the volcanic activity. He has no idea that the source is really a series of tiny Anomalies that open from time to time around the island. These Anomalies are so small that only something of insect size or smaller can get through. The team also has no clue that the Anomalies are getting bigger and it is only a matter of time before something large enough to cause real harm steps through.

The Anomalies on Soveg are tied to the volcanic activity on the island. The magma under Soveg has a high iron content and disrupts the Anomalies’ magnetic fields, resulting in the smaller portals. Recent volcanic activity on Iceland has slowed the flow of magma under Soveg Island resulting in larger Anomalies.

RUNNING THE CONSPIRACY

Karl Hutton is a ruthless individual who put his own brother in an asylum to make a quick buck. He has no morals, being happy to borrow money from organized crime groups and to create horribly effective biological weapons. If Hutton

BASE

The group’s main base is on the island of Soveg, a small outcrop of volcanic rock about two kilometres square. The island was previously inhabited by Norse settlers and monks, but had been abandoned for more than three hundred years when Douglas Hutton’s team arrived.

GOOD TRAITS:

- ✿ **Wealthy:** PanaceaCorp is moderately wealthy.
- ✿ **Armoury:** The Corporation has access to military hardware.
- ✿ **Secure Base:** PanaceaCorp controls Soveg Island and the research facility.
- ✿ **Official Sanction:** Well, ish. Both the Icelandic government and the British government know about PanaceaCorp’s operations on Soveg, but neither government knows about the island’s secrets. As long as PanaceaCorp gets results, it can avoid most of the hard questions.
- ✿ **Vehicle Pool:** The only way on or off the island is by boat or helicopter

BAD TRAITS:

- ✿ **Demands Results:** The company has to turn a profit and supply new miracle drugs to stay afloat.
- ✿ **Dark Secret:** Take your pick from “made a deal with Russian organised crime” to “concealing the Anomalies” to “Douglas Hutton’s not mad, but we’re keeping him locked up anyway”.

hears about other Anomalies he is likely to put two and two together and has the contacts to kidnap members of the player characters’ group to pump them for information. If he gets his hands on a means to detect Anomalies, Hutton starts sending teams through on search and recovery missions. Anyone who gets in his way is in real trouble.

Karl is also in danger of losing control of his own company if the Ministry of Defence gets a whiff of what’s really happening on Soveg Island. PanaceaCorp has offices and laboratories around the world, but its corporate headquarters are in Birmingham, England. Hutton is careful to hide the true nature of the Soveg Island facility, and

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officially it is listed as a minor corporate research station working on the possibility of life in volcanic vents. The science team on Soveg consists of six researchers and two security personnel.

The chief of security on the Island is **Anatoly Novikov**, a Russian Mafia enforcer on the run from Interpol, whom Hutton's business partners have forced him to hide. Anatoly is a callous murderer, wanted for questioning about multiple political assassinations. The big Russian makes sure that nobody leaves the island alive and recently murdered two fishermen who came too close to the island. The research team are virtual prisoners, though their awareness of this varies from person to person.

The player characters might encounter Karl's men as part of his attempts to learn more about the Anomalies or could stumble upon Douglas Hutton's file in a psychiatric medical journal. There is also the possibility that one of Hutton's science team (such as Dr. Heisman) decides to come clean about what is happening on the island and flees to the player characters for help. An investigator from the Ministry of Defense might come to the ARC with seed samples smuggled out of Soveg, hoping that its "specialist knowledge" might shed some light on what is happening there.

Before he was committed, Dr. Hutton managed to send a copy of his initial report to Dr. James Carver, a friend of his at Cambridge University. Carver didn't think much of the report until he was framed

for murder and drug smuggling. James spent four years in prison before being released on probation. Now, the discredited academic is determined to get someone to listen to him about the report.

There is another issue with the Soveg Island facility; it lies not far off the shipping lane used by a regular passenger ferry from Denmark. If a ferry encountered larger creatures or even odd airborne diseases that have escaped the island, hundreds could be crippled or killed. Similarly, a tourist picture of a "strange sea creature" could easily go viral on the internet.

CONSPIRATORS

KARL HUTTON

Karl Hutton is a cross between a used car salesman and a shark in a business suit. Willing to do whatever it takes to get ahead, Karl regards rules and laws as inconveniences to be ignored when it suits him. Hutton is driven by success, but his definition of success evolves constantly so that he can never achieve his goals. Karl is incapable of joy and is hopelessly driven to ever greater heights and depths. No amount of money or personal power will ever be enough for Hutton. He is equally happy consigning his brother to an asylum, ordering the deaths of innocent scientists, and dealing with organised crime.

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Awareness 2 Coordination 3 Ingenuity 3

Presence 5 Resolve 4 Strength 2

SKILLS: Athletics 1, Convince 5, Knowledge 4, Marksman 1, Science 3, Technology 3, Transport 2

TRAITS:

- ⊗ **Authority (Minor Good Trait):** Head of PanaceaCorp.
- ⊗ **Wealthy (Major Good Trait):** Millionaire.
- ⊗ **Dark Secret (Major Bad Trait):** Up to his neck in lies.
- ⊗ **Emotional Complication (Minor Bad Trait):** Ruthless.

STORY POINTS: 6

ANATOLY NOVIKOV

Anatoly comes from the suburbs of Moscow. His father was a member of the Chechen mafia and there was never any doubt that Anatoly would join the family business. Anatoly served as an assassin for the Chechen mafia for years, but early mistakes in his career forced him to go into hiding. Anatoly is bored out of his mind on Soveg and has taken to drinking heavily and wandering the Island for hours shooting at puffins with his assault rifle. It is only a matter of time before Anatoly's violent nature brings him into conflict with the scientists.

Awareness 3 Coordination 4 Ingenuity 3

Presence 3 Resolve 4 Strength 4

SKILLS: Animal Handling 2, Athletics 4, Fighting 4, Knowledge 3, Marksman 4, Medicine 2, Subterfuge 3, Survival 2, Technology 2, Transport 3

TRAITS:

- ⊗ **Brave (Major Good Trait):** Knows a lot of very scary people.
- ⊗ **Favourite Gun (Minor Good Trait):** His AK-47 rifle, "Mishka".
- ⊗ **Obligation (Major Bad Trait):** Ownd by the Chechen mafia
- ⊗ **Emotional Complication (Minor Bad Trait):** Drunkard.

STORY POINTS: 6

DR. KARA YORK

Dr. York is in seventh heaven. A botanist by profession



and a veteran of numerous rainforest expeditions, Soveg Island is a dream come true for Kara. The researcher has catalogued hundreds of new species of plant-life and written dozens of academic papers on her findings (which Hutton has promptly "lost"). York doesn't really care about academic accolades and is just happy to be allowed to conduct research without censure or interruption. Most of York's work is shipped to various PanaceaCorp facilities around the world allowing them to do the "boring" work of developing her initial discoveries. Kara is aware of the true situation at Soveg, but pushes the thoughts of what might happen if she wanted to leave to the back of her mind.

Awareness 3 Coordination 2 Ingenuity 5

Presence 3 Resolve 3 Strength 2

SKILLS: Animal Handling 1, Convince 3, Craft 1, Knowledge 3, Medicine 3, Science 4 (Botany 6), Subterfuge 2, Survival 3, Technology 3, Transport 2

TRAITS:

- ⊗ **Obsession (Major Bad Trait):** Finding new species.
- ⊗ **Animal Friendship (Minor Good Trait):** Gets on better with animals than people.
- ⊗ **Sense of Direction (Minor Good Trait):** She's spent years in the jungle.

STORY POINTS: 3

PRIMEVAL

DR. STEFAN HEISMAN

Stefan Heisman is a German entomologist and the only person who is aware of the existence of Anomalies on Soveg Island. Heisman has kept what he knows secret for fear of what Hutton will do with the information. Stefan came to the island two years ago and spotted his first Anomaly a few months back when he noticed a butterfly disappear into it. Since then Stefan has located a few Anomalies and noticed that they seem to be getting bigger. Heisman wants to leave the island, but is terrified that Novikov will make him disappear if he does... the Russian has hinted as much when drunk.

Awareness 4 Coordination 3 Ingenuity 4

Presence 2 Resolve 3 Strength 3

SKILLS: Animal Handling 3, Convince 1, Craft 2, Knowledge 3, Medicine 1, Science 3 (Entomology 5), Subterfuge 2, Survival 3, Technology 2, Transport 1

TRAITS:

- ⊗ **Anomaly Sense (Minor Good Trait):** Gets butterflies in his stomach when one is around.
- ⊗ **Dark Secret (Minor Bad Trait):** Knows about the Anomalies.
- ⊗ **Forgetful (Minor Bad Trait):** Tends to leave things behind him.

STORY POINTS: 3

MR. SHARPE

Mr. Sharpe is Hutton's personal assistant. Mr. Sharpe is a very scary man. Mr. Sharpe doesn't like it when people make Mr. Hutton angry. For some reason the impeccable suit and pale unsmiling face make even hardened criminals blanch.

When people make Mr. Hutton nervous, he sends Mr. Sharpe to make them go away. Mr. Sharpe is an expert at accidents; he used to work in insurance after all...

Awareness 4 Coordination 4 Ingenuity 3

Presence 3 Resolve 4 Strength 4

SKILLS: Animal Handling 2, Athletics 3, Convince 2, Craft 4, Fighting 4, Marksman 4, Medicine 1, Subterfuge 4, Survival 1, Technology 4, Transport 3

TRAITS:

- ⊗ **Never Gives Up (Major Good Trait):** Harder to kill than a B-movie monster.
- ⊗ **Technically Adept (Minor Good Trait):** Handy with electronics.
- ⊗ **Tough (Minor Good Trait):** Reduce all damage suffered by 2.
- ⊗ **Obligation (Minor Bad Trait):** Hutton's employee.
- ⊗ **Slow Runner (Minor Bad Trait):** Bad leg from an old injury.
- ⊗ **Unattractive (Minor Bad Trait):** Pale and creepy.

STORY POINTS: 3

PANACEACORP



THE ROLE-PLAYING GAME

CONSPIRACY: THE MATHERS GANG



It all started on an ordinary Tuesday morning three years ago, when Jim Mathers went out with his dogs to kill a man.

Three years ago, Mathers worked as an enforcer and assassin for an international drug cartel. His nickname on the streets was 'the Animal'. He owned four huge pit bulls, and used these vicious dogs to dispose of those who wronged the cartel. Mathers dosed his dogs with steroids and synthetic hormones to keep them savage. He gloried in his reputation as a terrifying monster.

That particular Tuesday, his target was a young Nigerian boy called Olumide. The cartel wanted him dead, and sent Mathers to deal with the boy. Olumide tried running – they always run – and fled into an abandoned factory on the outskirts of the city. He hid in a pile of rusted, broken-down machinery. Mathers let two of his dogs off the leash, and the animals charged after Olumide's scent, hungry for blood.

A few moments later, Mathers heard a terrified yelp, and then silence. His other two dogs cowered behind him. The enforcer drew a gun and investigated. Deep in the factory's cavernous depths, he found the bodies of his two dogs, and standing over them, gore dripping from its jaws, was something impossible – a huge hyaenadon. Somehow, Mathers was able to keep calm. Instead of shooting the creature, he threw it a dog treat from his pocket. The monster from the distant past looked into the eyes of the monster from the present day, and found something familiar there. The hyaenadon lowered its head and gobbled up the treat.

Mathers found no sign of Olumide when he searched the factory, but he did find something even more remarkable – a spinning, shimmering portal into the past. He stepped through into the green fields of the early Miocene. He stepped back into the present day, and the Anomaly remained open. It was stable.

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THE MATHERS GANG

A stable Anomaly could be the greatest scientific discovery in history. Mathers used it for crime.

Initially, he used the portal as a dumping ground for bodies, and for storing his pet Hyaenodon. It turns out that you can assemble a perfectly serviceable outpost in the wilderness of twenty million years ago with a van and a few trips to the local camping gear store and garden centre. Soon, though, he expanded his operations. The terrain on the far side of the Anomaly is lush and fertile, the climate hot and wet – perfect growing conditions. Mathers started the very first farm on planet Earth to grow coca plants for cocaine production.

Today, the cocaine farm stretches over hundreds of acres. He smuggled illegal labourers through the Anomaly to tend to his fields, and guards to keep them working. The cartel has no idea how a small-time enforcer suddenly developed the ability to smuggle high-quality cocaine products into Europe, but so far are willing to support him.

Despite three years of regular Anomaly travel, Mathers has little idea about what the time portal is or how it works. He's not a scientist. Lately, though, he's heard wild rumours about other prehistoric beasts and strange sightings, and has made the connection between those stories and his 'time door'. He thinks that the cartel would pay a lot of money for more such portals...

GOALS

Money. Lots of money.

Mathers' main goal is to maintain control of his Anomaly, to expand his drugs trade, and to find other Anomalies. He knows it is possible to travel from one Anomaly to another – he's seen several other Anomalies in the Miocene, and has even travelled through some of them – and dreams of finding another stable Anomaly to the present day. The cartel wants to expand his 'perfect smuggling operation' into America and northern Europe, so Mathers is especially interested in any stories of Anomalies in those areas. So far, he's managed to keep the cartel ignorant of the existence of the factory Anomaly, and anyone who tried to steal his secret gets fed to Digger (Mather's pet hyaenodon).

GROUP TRAITS

BASE: The abandoned factory. See below.

GOOD TRAITS:

- **We Have The Technology:** The factory provides a sort of accidental Anomaly Cloak.
- **Tame Anomaly:** The factory Anomaly is extremely stable.
- **Monster Pit:** Hyaenodons, savage pitbulls, and other horrors.
- **Death Traps:** The area around the factory is watched by armed guards; inside, there are booby traps and other countermeasures to keep intruders out and the workers in.
- **Wealthy:** Backed by cartel cash and with a ready income from drug dealing.
- **Minions:** Guards and workers.

BAD TRAITS:

- **Boss From Hell:** Mathers has no compunctions about eliminating his own servants.
- **Expects Results:** The cartel expects Mathers to deliver processed coca paste regularly.
- **Criminal:** Apparently, running a cross-time drug smuggling operation is completely illegal.

A secondary goal of the conspiracy is to grab anyone who might know more about the Anomalies. Anyone who comes poking around the factory with an Anomaly Detector Device or other scientific gear just unwittingly volunteered to become the conspiracy's (unpaid) scientific consultant.

THE FACTORY

Mather's factory built airplane engines back in the 1980s; the previous owners took a rather lax attitude to safety, and the site is contaminated with various nasty chemicals and toxic waste, which explains why it lay abandoned for so long. The building itself is made of steel, and is crammed with rusted chunks of machinery, many of which contain tightly wound magnetic coils. The presence of the Anomaly generates a low-level electric field through

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RUNNING THE CONSPIRACY

the entire building, which has the unexpected side effect of creating an Anomaly Cloak. This cloak is not especially reliable, but the Anomaly is mostly hidden from Anomaly Detectors.

The factory is guarded at all times by Mathers' men. The main door is rusted shut, but Mathers cut a passageway from an adjoining warehouse onto the factory floor. So far, the gang has managed to avoid police attention, although as the Miocene camp's production increases, this will become much harder. Vans drive through the tunnel to collect cargoes of processed coca paste. The Anomaly itself is in a deep pit in the factory floor. Mathers built a tent-like structure around it to hide it from view. Only his most trusted gang members know about the Anomaly, and refer to it as 'the Door'. Gang members not initiated into the secret assume that the Door is a codename for Mather's smuggling operation that somehow transports drugs from Columbia to England without being detected.

On the far side of the Anomaly is the Miocene of twenty million years ago. Mathers' gang cleared several square kilometres and planted coca plants, which grow quickly in the rich conditions. A small camp of a dozen tents and prefabricated buildings sits in the middle of the plantation. A high fence runs around the perimeter of the fields, but it is really the threat of monsters in the forest that keeps the workers in captivity. The gang has around sixty workers – slaves, really – here in the camp. Most are illegal immigrants from China or Eastern Europe, people who'd already slipped between the cracks of society and so won't be missed, but others are former gang members or other unfortunates who crossed Mathers.

The Mathers gang is a fun change of pace for your *Primeval* game – instead of a sinister conspiracy out to rule the world or control the course of history, the gang just want to make money. They are effectively nasty criminals who have blundered into the secret of time travel. Just because their aims are limited, though, doesn't mean that they aren't dangerous foes for your player characters.

The player characters can run into the Mathers gang in the mists of prehistory, either by stumbling across the plantation in the Miocene or running into one of Mathers scouting parties. Alternatively, they might meet the gangsters while investigating an Anomaly in the present day – any rumours of unusual animals or glowing portals can attract the gang's attention.

Finally, one really nasty way of bringing the gang into the game is to have a Dependent NPC (like Abby's brother Jack) get captured and sent to work on the plantation in the past. The characters must then mount a rescue mission across time.

The conspiracy is a great way to explore the relationship between your campaign framework and the authorities. A group like the Anomaly Research Centre can draw on the police for help when dealing with a criminal gang, but have to keep the Anomaly itself a secret. An unofficial group, though, has to deal with the criminals while dodging the police themselves.

CONSPIRATORS

JIM MATHERS

'The Animal' deserves his nickname and his reputation – he's a savage monster. He is a sociopath, and attaches no value to human life. He sees himself as a predator, just like his pets. Animals, Mathers believes, are honest. A hyaenodon doesn't lie to itself about why it kills, it doesn't try to wriggle out of doing what has to be done, and it doesn't use fancy words to justify its actions. It just kills. He's the same – he wants to be powerful and wealthy and to hurt people, and running his gang is the most efficient way to get all of that.

Mathers is not stupid. He knows that he needs to keep control of the 'Time Door' at



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all costs. Anyone who endangers the Anomaly or reveals his secrets gets sent to the plantation or eaten by Mathers' monsters. He's got quite a collection of predators at this point, all trained to obey him and only him. Mathers' physical appearance has changed since he established the plantation; he's now tanned at all times, and his beard and hair are filthy and tangled. He looks like a wild man, thanks to the lack of plumbing and hair care products twenty million years ago. Mathers finds that his odd appearance disturbs people, and he likes that.

Awareness 4 Coordination 3 Ingenuity 4

Presence 3 Resolve 5 Strength 4

SKILLS: Animal Handling 4 (Training 6), Athletics 3, Convince 3 (Command 5), Craft 5, Fighting 4 (Brawling 6), Marksman 3 (Pistols 5), Science 1, Subterfuge 3, Survival 3, Technology 2, Transport 2

TRAITS:

- ☛ **Keen Senses (Major Good):** +2 to all Awareness rolls.
- ☛ **Minions (Major Good):** He's got a gang of thugs.
- ☛ **Never Gives Up (Major Good):** Mathers isn't knocked unconscious by having two traits reduced to 0.
- ☛ **Pet (Major Good):** Digger the Hyaenodon.
- ☛ **Tough (Minor Good):** Reduce all damage suffered by Mathers by 2.
- ☛ **Emotional Complication (Major Bad):** He's a sadistic monster.
- ☛ **Obligation (Major Bad):** He works for the drug cartel.
- ☛ **Unattractive (Minor Bad):** There's something sinister about Mathers that makes him off-putting.

STORY POINTS: 6

HENRY KELT

Kelt is Mathers' right hand thug. He runs the Miocene camp when Mathers has business in the present day, and handles most of the gang's relations with the cartel. Most gang members, in fact, assume Kelt is really the man in charge. However, the thought of betraying Mathers terrifies Kelt. To ensure his loyalty, Mathers threw Kelt into a pit with a pack of hyaenadons and the body of Mathers' former right

DIGGER

Digger is Mathers' oldest and nastiest hyaenadon. The brute is more than twice the size of a common hyaenadon, and is smart enough to obey Mathers' commands. He's even taken it out in London a few times; if anyone asks, it's a Rhodesian Ridgeback crossbreed. If anyone asks more questions, Digger eats them.

hand man (another criminal called Blackwood who tried to sell Mathers out to the cartel). Kelt watched as the monsters tore Blackwood's body to shreds – and just before the same thing happened to him, Mathers pulled him back out. Kelt was left with a paralysing fear of animals, and the conviction that betraying Mathers would send him back to that pit.

Awareness 3 Coordination 3 Ingenuity 2

Presence 4 Resolve 3 Strength 4

SKILLS: Athletics 2, Convince 4, Fighting 3, Marksman 4, Knowledge 3, Transport 3

TRAITS:

- ☛ **Breaking and Entering (Major Good):** Kelt's an accomplished burglar.
- ☛ **Rumour Mill (Criminals) (Minor Good):** He's got his ear to the ground in London.
- ☛ **Wealthy (Major Good):** Drug money, lots of

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drug money.

- ⚡ **Obligation (Major Bad):** He owes Mathers his life.
- ⚡ **Phobia (Wild Beasts) (Major Bad):** He's terrified of wild animals.

STORY POINTS: 3

DR. ELLIS

Dr. Ellis is a chemist hired by Mathers to produce the coca paste. He's a virtual prisoner on the plantation in the past. Mathers claims that he'll let Ellis return to the present day once the production line is running smoothly, but Ellis knows that he's more likely to end up as hyaenodon chow. Sometimes, the chemist thinks it might all be worth it – he's fascinated by the Anomalies and the Miocene, and is the only member of the gang who realises the full potential of a time portal.

Awareness 2	Coordination 2	Ingenuity 4
Presence 2	Resolve 3	Strength 2

SKILLS: Animal Handling 1, Fighting 2, Science 3 (Chemistry 5), Medicine 2, Subterfuge 2, Survival 1, Technology 3, Transport 1

TRAITS:

- ⚡ **Technically Adept (Minor Good):** He's good at improvising solutions.
- ⚡ **Cowardly (Minor Bad):** Ellis would never try to escape on his own.

STORY POINTS: 3



MR. SMOKE

Mr. Smoke isn't his real name, of course. He's the cartel's agent in London. They sent him to learn how Mathers' smuggling operation worked. So far, Kelt and Mathers have managed to fob Mr. Smoke off with excuses and lies, but the cartel agent is not fooled. If Mathers does not cooperate soon, then Mr. Smoke may bring in the might of the Columbian cartels to bring the gangster to heel.

Awareness 3	Coordination 2	Ingenuity 3
Presence 4	Resolve 4	Strength 3

SKILLS: Convince 4, Fighting 2, Knowledge 4 (Criminals 6), Science 2, Technology 2, Transport 3.

TRAITS:

- ⚡ **Authority (Major Good):** In the criminal underworld, he's untouchable.
- ⚡ **Minions (Major Good):** Cartel foot soldiers.
- ⚡ **Wealthy (Major Good):** Very, very wealthy.
- ⚡ **By the Book (Minor Bad):** Mr. Smoke doesn't take risks.

STORY POINTS: 3

DETECTIVE INSPECTOR PELISHAM

DI Pelsham is part of the city's drug squad. Her superiors and co-workers ridiculed her theory that someone is somehow growing drugs inside the city, but that hasn't stopped her investigating. She knows that people connected to Mathers' gang bought agricultural equipment and other supplies that could be used to grow illegal plants, but cannot work out what they are doing with them. She's desperate for a lead – any lead – that could crack this case open.

Awareness 3	Coordination 3	Ingenuity 3
Presence 3	Resolve 3	Strength 3

SKILLS: Animal Handling 1, Athletics 3, Convince 3, Fighting 2, Knowledge 3, Marksman 2, Medicine 2, Science 1, Transport 3

TRAITS:

- ⚡ **Authority (Minor):** Police officer.
- ⚡ **Brave (Major):** She doesn't back down.
- ⚡ **Quick Reflexes (Major):** Really fast. +2 to her Coordination when it comes to figuring out initiative.
- ⚡ **Code of Conduct (Major):** Sworn to uphold the law.
- ⚡ **Maverick (Minor):** She hasn't helped her career by going after Mathers.

STORY POINTS: 3

PRIMEVAL

MORE MONSTERS!

MORE MONSTERS



Every Anomaly brings more savage beasts forward in time to menace the present day. This chapter's packed full of strange creatures from prehistory. The Anomaly Research Centre team has encountered some of these monsters in the series, but others are presented here for the first time.

ALLOSAURUS

(Different Lizard)

HOME PERIOD: Late Jurassic

Allosaurus is a highly aggressive theropod predator that won't hesitate to attack even large, well-protected creatures such as Stegosaurus. Ranging in size from 9 to 12 meters, this fearless creature usually attacks its prey from ambush, hooking them with powerful claws and then tearing off strips of flesh with its shredding bite.

Allosaurus teeth constantly replace themselves and investigators may find discarded teeth buried in the carcasses of its prey before encountering the beast itself.

Allosaurus is similar in appearance to Tyrannosaurus Rex, but has much stronger forelimbs used to hold onto its prey, much like a modern lion. It is not as fast as a T. rex, and its vision is poor in comparison. It's not that bright either, so an Allosaurus that latches onto a victim won't let go, even if that victim is a vehicle or a piece of machinery that the dinosaur mistook for prey. This combination of brutal aggression and blind stupidity means that an Allosaurus loose in the modern world is a recipe for disaster.

THE ROLE-PLAYING GAME

NEW TRAIT: OBSERVE

Instead of attacking, the creature rears back and watches. If anyone makes a hostile move, the creature strikes, attacking at Fast speed. That means the creature can interrupt someone else's action.

For example, Connor's in a pharaoh's tomb in Ancient Egypt, and he's just disturbed an angry cobra. The cobra is Observing him. Normally, the cobra moves at Average speed, and Connor's got a higher Coordination, so he should go first. However, because it's Observing him, the cobra can attack first if he comes too close – or if he draws his gun.

it automatically inflicts the lower end of its claw damage on the victim. If the target is of Huge or larger size, the Allosaurus also gets a free bite attack. The victim suffers a -5 penalty to all actions while the monster impales him. Squirming free requires a successful Fighting or Athletics contest.

SKILLS: Athletics 3 (Rending 5), Fighting 4, Survival 4

AMARGASAURUS

(Lizard from La Amarga)

HOME PERIOD: Early Cretaceous

A relatively small (10m) and slender herbivore, Amargasaurus is a sauropod herbivorous dinosaur from what is now South America. Amargasaurus is unusually aggressive and prone to threat displays designed to intimidate potential predators. Simply put, Amargasaurus is a bad-tempered vegetarian only happy when it is left alone. If one arrives in the modern day, it heads straight for the nearest woodland (or nearest garden centre) to dig up food and stamp out its territory.

This creature walks on all fours, and has a slim neck

Awareness 3 Coordination 3 Ingenuity 1
Presence 3 Resolve 4 Strength 12

Speed: Average **Size:** Huge

Maximum Threat: 15

Threshold: 5 (Always Attack)

TRAITS:

- ☉ **Bite:** The rending bite of an Allosaurus inflicts Strength +2 damage (7/14/21).
- ☉ **Claw:** Allosaurus hooked claws cause terrible wounds inflicting Strength damage (6/12/18).
- ☉ **Aggressive:** Reduced Threat Threshold.
- ☉ **Armour 2:** Reduce all damage by 2.
- ☉ **Fear Factor 1:** +2 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.

THREAT POWERS:

- ☉ **Snap! (2 Threat):** Allosaurus makes an additional bite attack this round.
- ☉ **Hug of Doom (4 Threat):** Allosaurus grabs its opponent with its powerful claws, holding and rending it. Allosaurus must make a successful Fighting attack to grab on, and inflicts claw damage in the first round it hits. In every subsequent round,

NEW THREAT POWER: PACK HUNTER

Pack Hunter creatures gang up to attack an enemy. To participate in a pack hunter attack, all of the animals need to spend one point of Threat in this Action Round. For every animal after the first that joins the attack, they each receive a +1 bonus to the attack in this action round. So, if two pack hunters attack, they each get a +1 bonus. If three attack, they each get a +2 bonus. If, say, ten attack, they each get a +9 bonus.

The Gamemaster can limit the maximum bonus to be equal to the number of creatures that can reasonably attack at once. If only four sharks can tear you to pieces at a time, then it's academic that another twenty sharks in the pack can smell your blood.

For example, Abby's being chased by six Paronychodons. If they catch her, they'll use their Pack Hunter power, so that each animal spends 1 Threat to get a +5 bonus to their attacks. She's got no chance of surviving that, so she has to keep running!

PRIMEVAL



MORE MONSTERS

and tail for a sauropod. Amargasaurus has a dull green hide that helps it to blend into the woodland it calls home. The creature has two ridges of tall spines that run from the base of its skull to the base of its tail. The spines make it very difficult for a predator to take a bite without getting a mouthful of spear-like spines. Amargasaurus is also capable of clashing these spines together as a threat display, creating a deafening sound. Amargasaurus uses these displays to mark out its territory, so other loud noises (like traffic, or techno music) might be taken as a challenge to the dinosaur – and in a fight between a stereo radio and the thirty-foot cantankerous dinosaur, bet on the dinosaur.

Awareness 3 Coordination 2 Ingenuity 1

Presence 2 Resolve 1 Strength 10

Speed: Average **Size:** Huge

Maximum Threat: 8

Threshold: 2 (1-3 Attack, 4-6 Flee)

TRAITS:

- ☛ **Stomp:** Amargasaurus rears back and steps on a single target inflicting Strength +1 damage (5/11/15).
- ☛ **Aggressive:** Reduced Threat Threshold.
- ☛ **Spine Clash:** When Amargasaurus makes an aggressive display, it gains 2 extra Threat.
- ☛ **Bad Tempered:** Amargasaurus holds a grudge – its Threat does not decrease over time.

THREAT POWERS:

- ☛ **Trample (3 Threat):** The Amargasaurus walks over smaller creatures. It inflicts Strength (5/10/15) damage on all creatures that the creature runs over. Characters can dodge a trample attack with a successful Coordination + Athletics reaction.
- ☛ **Spine Thrash (2 Threat):** The Amargasaurus thrashes its neck around wildly impaling anyone close by on its spines. The monster can make attack rolls against everyone within melee range, inflicting Strength +1 damage (5/11/15) on a successful hit.

SKILLS: Athletics 3, Fighting 2, Survival 2

ANKYLOSAURUS

(Fused Lizard)

HOME PERIOD: Late Cretaceous

Ankylosaurus is one of the ankylosaurids that are found in North America, primarily in what is now Montana, Wyoming, the Western U.S., and Alberta, Canada some 68-65 million years ago, whereas most of the other ankylosaurids are found in what is now eastern Asia. Roughly 10 metres long, some 1.4 metres high, and massing around 6 tonnes, Ankylosaurus is not a dinosaur to mess with. Quadrupedal and with the hind limbs longer than the forelimbs, the dinosaur is covered from head to tail in sheets of thick, bony Armour, with sharp spines (osteoderms) sticking up along the back and tail.

THE ROLE-PLAYING GAME

Large triangular horns project from the back of its skull, and it has a blunt snout and a beak with cheek grinding teeth. The most impressive part of the Ankylosaurus is the heavy, bony club at the end of its tail, consisting of fused osteoderms. This tail can be swung from side to side and used to make devastating attacks.

It is a herbivore that feeds on low-lying plants, shrubs and trees. Dwelling in well-watered forests, Ankylosaurus shares its environment with Edmontosaurus, Triceratops, Tyrannosaurus Rex, and Albertosaurus, so it needs all that Armour and its bony tail club to survive. The only true weak spot that Ankylosaurus has is its underside, which is not Armoured, and thus the creature tends to crouch down to protect this vulnerable region. When defending itself, Ankylosaurus turns sideways to face its enemy so as to bring its tail to bear on them.

Awareness 2 Coordination 2 Ingenuity 1

Presence 2 Resolve 3 Strength 16

Speed: Average **Size:** Huge

Maximum Threat: 14

Threshold: 7 (1-2 Flee, 3-4 Hissing Posture, 5 Sound the Alarm, 6 Attack)

TRAITS:

- ☛ **Armour 6:** The Ankylosaurus is extremely well Armoured with thick plates, and can reduce all damage by 6 points.
- ☛ **Fear Factor 2:** +2 to rolls when trying to intimidate prey, and humans need to make a Fear check when they first meet the monster.
- ☛ **Hissing Posture:** When the Ankylosaurus takes a defensive posture, hissing at its opponent and its body osteoderms seeming to bristle, it gains 2 extra Threat.

THREAT POWERS:

- ☛ **Sound the Alarm (2 Threat):** When Ankylosaurus bellows loudly, all other Ankylosauruses within earshot gain 1d6 Threat.
- ☛ **Tail Slam (2 Threat):** Ankylosaurus can swing its tail club to the left or right, inflicting terrible damage to its enemy, usually Strength +2 (9/18/27). Anyone struck by the club is sent flying.

SKILLS: Athletics 2, Fighting 3, Survival 3

ARCHAEOINDRIS

(Ancient Indri)

HOME PERIOD: Pleistocene - Holocene (2,000 years ago)

Archaeoindris fontoynonti is a species of Malagasy lemur, the largest primate to evolve on what is now Madagascar, although it is possible to find them in other places as they may have travelled there via Anomalies. Archaeoindris is about 1.5 metres tall, and weighs close to 200 kilograms, making it bigger than a silverback gorilla, but its tail measures only 10-15 centimetres, making it the shortest tail of any lemur. Manifesting the behaviour of a sloth, and hence being classed as a “sloth lemur”, these creatures have very curved phalanges, more along the lines of orangutans than sloths, and its arms and legs are well adapted for slow, ponderous climbing. With its longer front than hind limbs and stocky build, Archaeoindris spends most of its time foraging for plants in the trees of the period, and its sheer bulk protects it from predation as long as it remains in the trees.

While it can be called the “sloth lemur”, Archaeoindris is a fearsome opponent. When angered or provoked, the Archaeoindris tends to attack its target from very low-hanging sturdy branches or from the trunk of the trees, using its sheer strength and the reach of its arms to grab its prey, squeezing them to death. If it's really annoyed, then it can choose to grab its targets in its strong arms and rip them limb from limb in a spectacle of bloody horror.

Awareness 3 Coordination 4 Ingenuity 2

Presence 3 Resolve 4 Strength 8



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Speed: Average **Size:** Big
Maximum Threat: 12
Threshold: 6 (1-4 Flee, 5-6 Attack)

TRAITS:

- ✪ **Armour 3:** The bulk and muscle of the Archaeoindris gives the creature 3 points of protection.
- ✪ **Bite:** The jaws of the Archaeoindris are very strong, but more suited to tearing into plant matter than in making physical attacks. Still, the bite of the creature inflicts half damage (2/4/6).
- ✪ **Fear Factor 1:** +2 to rolls when trying to intimidate prey, and humans need to make a Fear check when they first meet the monster.
- ✪ **Natural Climber:** The Archaeoindris is a natural climber, although it moves at a ponderous rate when climbing through the trees. It receives a bonus of +2 to all Athletics rolls involving climb rolls, but incurs a -2 to its speed when climbing through the trees.
- ✪ **Roar:** When Archaeoindris makes a display of aggression, it gains 2 extra Threat.

THREAT POWERS:

- ✪ **Hug Grab (3 Threat):** Archaeoindris can seize its victims in its grasp. If this attack succeeds, the victim takes Strength/2 damage every round (2/4/6). Squirming free requires a successful Fighting or Athletics contest.
- ✪ **Tear and Rend (4 Threat):** Archaeoindris can use its long arms and strength to tear victims

of its Hug Grab attack apart. The creature inflicts Strength +2 damage (5/10/15) on the victim or target, which can be resisted by the target using Strength + Athletics.

SKILLS: Athletics 4 (Climbing 6), Fighting 2, Subterfuge 1, Survival 3

ARCHAEOPTERYX

(Ancient Wing)

HOME PERIOD: Late Jurassic

Sometimes known by its original German name, *Urvogel* ("original bird" or "first bird"), Archaeopteryx is the earliest and most primitive bird known to exist. With other dinosaur finds, it is considered the transitional state between reptiles and birds, and has feathers as well as some features more commonly associated with theropods. About the size of a crow/raven, some 30-50 centimetres long and weighing around 500 grams (1 pound), Archaeopteryx has short, broad wings (a wingspan of some 60 centimetres) and a long tail. While its feathers are similar to those of living birds, Archaeopteryx has jaws lined with sharp teeth, three fingers ending in curved claws, and a bony tail.

Living in the Late Jurassic in what is now Germany (at the time consisting of salty lagoons separated from the warm, tropical seas by coral reefs), Archaeopteryx lived primarily on insects and very small creatures that it could manage to grasp in its claws. Not as good at flying as modern birds, *Urvogel* cannot manage to swoop down and pluck fish out of the sea. Archaeopteryx was largely the



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prey of Compsognathus and Juravenator.

Awareness 3 Coordination 3 Ingenuity 1

Presence 2 Resolve 2 Strength 2

Speed: Average **Size:** Small

Maximum Threat: 4

Threshold: 2 (1-3 Flee, 4 Warning, 5-6 Attack)

TRAITS:

- ☉ **Bite:** The bite of an Archaeopteryx can inflict damage, doing Strength damage (1/2/3).
- ☉ **Claws:** The claws of Archaeopteryx are surprisingly effective, inflicting Strength +1 damage (2/3/4).
- ☉ **Flyer:** While Archaeopteryx is capable of flying, it is not as good a flyer as birds are. Reduce Coordination by 1 while the creature is in flight.

THREAT POWERS:

- ☉ **Dive-Bomb! (2 Threat):** Archaeopteryx is capable of making attacks similar in style and feel to that of the modern-day hawk. To make the attack, Archaeopteryx rolls Coordination + Athletics (Flight) versus the target's Awareness + Survival or Fighting; if Archaeopteryx succeeds in the attack, then it has plucked the target in its talons, and does Strength + 2 damage 2/4/6).
- ☉ **Warning (1 Threat):** When Archaeopteryx senses extreme danger, it can make a raucous, almost raven-like cry that increases the Threat of all other Archaeopteryxes in the area by 2.

SKILLS: Athletics 2 (Flight 4), Fighting 1, Survival 2

ARCHAEOTHYRIS

(Early Door)

HOME PERIOD: Late Carboniferous

Archaeothyris is a unique creature, in that it is a mammal-like reptile native to the Late Carboniferous period. Found in what is now modern-day Nova Scotia, the Czech Republic, and Ohio, Archaeothyris measures about 50 centimetres from head to tail, and weighs only a couple of kilos. More advanced than other sauropsids of its time, Archaeothyris has strong jaws that can open wider than those of other reptiles of the time. Its sharp teeth are all of the same shape, but it also has a pair of enlarged canines, and is very much a carnivore.

A ground dweller, Archaeothyris lived among the giant club mosses of the Carboniferous, using the vegetation as cover to avoid detection by predators.

Awareness 3 Coordination 4 Ingenuity 1

Presence 2 Resolve 3 Strength 2

Speed: Fast **Size:** Small

Maximum Threat: 6

Threshold: 3 (1-2 Attack, 3-5 Hide, 6 Flee)

TRAITS:

- ☉ **Bite:** The bite of an Archaeothyris is surprisingly strong for a creature its size due to its powerful jaws, and its canines. The bite of this creature does Strength +1 damage (2/3/4).

THREAT POWERS:

- ☉ **Hang On (2 Threat):** The Archaeothyris makes a Bite attack; if it hits, it sinks its teeth in and hangs on to the victim. The victim takes one point of damage each round, and suffers a -2 penalty to Coordination as long as he's got a hungry Archaeothyris chewing on his forearm.

SKILLS: Athletics 3, Fighting 2, Subterfuge 3, Survival 3

ARGENTAVIS MAGNIFICENS

(Magnificent Argentine bird)

HOME PERIOD: Late Miocene

With a wingspan of over seven meters Argentavis is the largest flying bird ever to live. This predatory creature is so large that it requires slopes or a tailwind to take off and spends most of its time in the air soaring. Argentavis eats carrion and supplements its diet with small creatures it snatches up and swallows whole without landing.

The giant bird is surprisingly nimble on the ground with stubby yet powerful legs tipped with razor-sharp claws. Argentavis' beak is long, hooked, and slender, suited for picking the best parts out of a carcass. Argentavis resembles a condor or buzzard in appearance, and has no natural predators.

A wingspan that big means the Argentavis is about the size of a Cessna light plane, so it shows up on radar as an aircraft. Some air traffic controller is in for a shock...

Awareness 2 Coordination 2/4 Ingenuity 1

Presence 3 Resolve 1 Strength 8

Speed: Average **Size:** Big

Maximum Threat: 12

Threshold: 6 (1-3 Flee, 4-6 Attack)

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TRAITS:

- ✪ **Bite:** Argentavis' curved beak inflicts Strength +1 damage (4/9/12).
- ✪ **Claw:** Argentavis' claws are its primary weapon inflicting Strength +2 damage (5/10/15).
- ✪ **Flight:** Argentavis is primarily a glider and once grounded finds it difficult to get airborne.

THREAT POWERS:

- ✪ **Wing Buffet (3 Threat):** With a single flap of its massive wings Argentavis can snap necks and shatter bones. It can hit up to three creatures at once if they're standing close together, and each hit inflicts Strength damage (4/8/12).
- ✪ **Double Rake (2 Threat):** Argentavis either swoops down on its target or uses its wings to hop for a moment in order to strike with both its claws against a single target. A rake from the monster's claws inflict Strength +1 damage (5/10/15).

SKILLS: Athletics 4, Fighting 3, Survival 3

BALAU BONDORC

(Stocky Dragon)

HOME PERIOD: Late Cretaceous

The Balaur Bondoc is a carnivorous theropod dinosaur that roams the island chains that come to be Romania. The creature is a raptor, but is distinguished by its heavy-set limbs and twin sickle-shaped claws on each foot. The Balaur is roughly human-sized and dwelt primarily on islands, making it a good swimmer.

The raptor is an example of isolated evolution, having adapted to survive on islands. Balaur is omnivorous and solitary (both adaptations are to life on islands with limited large game), making it unique among the raptor family.

Awareness 4 Coordination 4 Ingenuity 2

Presence 3 Resolve 4 Strength 8

Speed: Average

Size: Average

Maximum Threat: 8

Threshold: 4 (Always Attack)

TRAITS:

- ✪ **Bite:** Balaur's bite inflicts Strength damage (4/8/12).
- ✪ **Claw:** Balaur's double-claws are its primary weapon and can disembowel a human in a heartbeat. The claws inflict Strength +2 damage (5/10/15).
- ✪ **Good Swimmer:** Balaur can hold its breath for up to 60 minutes.
- ✪ **Fear Factor 1:** +2 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.

THREAT POWERS:

- ✪ **Snap! (2 Threat):** Balaur makes an extra Bite attack this round. This can be used in addition to its normal action.
- ✪ **Scent (1 Threat):** Flaring its nostrils, Balaur sniffs the air. It gets a +4 bonus to its Awareness when searching for prey this round.
- ✪ **Leaping Scythe (3 Threat):** Balaur leaps at its target making a bicycling motion with its hind legs in an attempt to inflict horrible injuries on its target. This attack inflicts Strength +4 damage (6/12/18) on a successful hit.

SKILLS: Athletics 4 (Swimming 6), Fighting 4, Survival 4, Subterfuge 1

BULLOCKORNIS

(Ox Bird, AKA Demon Duck of Doom)

HOME PERIOD: Middle Miocene

Bullockornis is a massive bird that roams the Australian woodlands – or did about fifteen million years ago anyway. Bullockornis stands about 2.5 meters tall and is equally at home chewing on hard seed pods or animal flesh. It's a relative of modern-day geese and ducks, but a lot more violent and nasty, hence the memorable nickname – less Daffy, more skull-smashy.

Bullockornis is a very sturdy beast and surprises its prey with short bursts of terrific speed. This creature rarely travels alone, moving about in small family groups consisting of mated pairs and young. While not massively territorial, Bullockornis reacts very aggressively to anyone approaching its eggs or its young. The creature's beak is like that of a predatory bird rather than a standard duck and is capable of exerting tremendous pressure. Bullockornis is enormously stubborn and once it decides on a course of action it is very difficult to persuade it otherwise.

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Awareness 2 Coordination 2 Ingenuity 1
 Presence 3 Resolve 4 Strength 10

Speed: Average **Size:** Big
Maximum Threat: 12
Threshold: 6 (1 Flee, 2-6 Fight)

TRAITS:

- ☉ **Bite:** Bullockornis' sturdy beak inflicts Strength +2 damage (6/12/18).
- ☉ **Armour 2:** Reduce all damage taken by 2, this duck is made of stern stuff.

THREAT POWERS:

- ☉ **Snap! (2 Threat):** Bullockornis makes a Bite attack. It can use this ability in addition to another attack.
- ☉ **Can Opener (1 Threat):** Bullockornis' beak is incredibly strong, enabling it to ignore up to 4 points of Armour if it can clamp down on the target.
- ☉ **Burst of Speed (1 Threat):** Bullockornis sprints, getting a +4 bonus to any Athletics checks.

SKILLS: Athletics 2, Fighting 4, Survival 3

CAMEROCERAS

(Chambered Horn)

HOME PERIOD: Ordovician

Cameroceras is a monstrous cephalopod that stalks the Ordovician seas eating everything in its path. It measures about 8 meters in length, and most of this length is made up of a pointed straight shell, with a beaked maw surrounded by tentacles at one end. This massive nautiloid is related to squids, cuttlefish, and octopi. Its vision is poor, but it can sense vibrations and movement in the water.

Cameroceras is primarily a deep ocean predator and is not very mobile in shallow water; it will however break the surface occasionally to grab any appetizing titbit it spots near the waters edge. The creature's beak is capable of crushing the Armour of any sea scorpion and these creatures make up the bulk of its diet. Cameroceras propels itself using jets of water and is capable of great bursts of speed over short distances.

Awareness 2 Coordination 3 Ingenuity 1
 Presence 2 Resolve 3 Strength 12

Speed: Average **Size:** Huge
Maximum Threat: 10
Threshold: 5 (Attack 1-3, Flee 4-5, Burst of Speed 6)

TRAITS:

- ☉ **Bite:** Cameroceras tears into the target with its vicious beak inflicting Strength +2 damage (7/14/21).
- ☉ **Armour 8:** Reduce all damage suffered by 8.
- ☉ **Aquatic:** This creature cannot survive on land.

THREAT POWERS:

- ☉ **Tentacle Lash (1 Threat):** Cameroceras swipes a tentacle at an annoying character. This attack inflicts 2/4/6 damage and knocks the victim prone. Cameroceras can make as many Tentacle Lash attacks if it has the Threat to spend, and can use this power in addition to other actions.
- ☉ **Grab (2 Threat):** If it makes a successful Fighting attack, Cameroceras can seize the enemy in its tentacles. Grabbed characters are automatically hit by any bite attack the creature makes in the following round. Breaking free of a grab requires a test against Cameroceras's Strength + Fighting,

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you've got Carnotaurus.

It prefers to stalk its prey, keeping them in sight until the right moment to strike. Carnotaurs' jaw is unusually mobile, so it can swallow prey whole like a snake, leaving only bloodstains to show where the monster once stood.

Awareness 4 Coordination 3
Ingenuity 1

Presence 3 Resolve 4
Strength 12

Speed: Average **Size:** Huge
Maximum Threat: 16
Threshold: 6 (Always Attack)

TRAITS:

☼ **Bite:** Carnotaurus deals Strength+1 damage (6/13/18) with a bite.

☼ **Natural Camouflage:** Carnotaurus' chameleon skin grants it a +2 bonus to Subterfuge checks (+4 when standing still).

☼ **Stalker:** Carnotaurus likes to follow its prey and wait for the right moment to strike. It can make opposed Coordination + Subterfuge rolls against the victim's Awareness + Survival to gain Threat. If there are several characters in a group, use the lowest result from among the characters' rolls. If Carnotaurus wins, it gains 1/2/4 Threat.

☼ **Armour 2:** Reduce all damage suffered by 2.

☼ **Fear Factor 1:** +2 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.

☼ **Aggressive:** Reduced Threat Threshold.

THREAT POWERS:

☼ **Rapid Hatchet Bite (3 Threat):** Carnotaurus makes a Bite attack. It can use this power multiple times in a round if it has the Threat to pay for it.

☼ **Burst of Speed (1 Threat):** Carnotaurus sprints, getting a +4 bonus to any Athletics checks.

SKILLS: Athletics 2, Fighting 4, Survival 3, Subterfuge 2

using a character's own Strength + Fighting or Coordination + Subterfuge.

☼ **Burst of Speed (1 Threat):** Carnotaurus uses its water jets to move very quickly, getting a +4 bonus to any Athletics checks.

SKILLS: Athletics 3, Fighting 4, Survival 2

CARNOTAURUS

(Meat-Eating Bull)

HOME PERIOD: Late Cretaceous

A carnivorous theropod measuring 8 meters long and sporting two stubby, bull-like horns, Carnotaurus roams the plains and woods of South America. Carnotaurus has many of the features common to theropods: it has small front limbs, uses its bite as its primary attack, and walks on its three-toed back legs. Carnotaurus has a number of features not found in other theropods however, including front-facing eyes granting binocular vision and depth perception.

Carnotaurus has chromatophores in its bumpy skin allowing it limited camouflage ability. This feature makes it incredibly successful as an ambush predator. Another unusual feature is Carnotaurus' method of biting, which involves a series of quick hatchet-like motions rather than the traditional crushing bite of dinosaurs like T. rex. Basically, imagine an invisible machine gun with teeth, and

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CONCAVENATOR

(Hump-backed Predator)

HOME PERIOD: Early Cretaceous

Concavenator corcovatus is a theropod that lives in the early Cretaceous period in the woodlands and lightly forested areas of what is now Spain. Roughly 6 metres long, 2 metres tall, and massing around 900 kilograms, Concavenator is related to Spinosaurus and Allosaurus. However, it has two unique features that stand out. First, Concavenator has a triangular hump, consisting of two raised backbones some 40 centimetres high on its lower back just before the hips. The hump seems to serve as a means of communicating with others of its species, as well as acting in a manner similar to the hump of camels, but may also serve for display purposes and perhaps as a small weapon of sorts. Additionally, the dinosaur has quill-like feathers on its forearms that seem to serve as a display mechanism during mating.

The hunchbacked Concavenator is a powerful and somewhat fast runner (gaining the benefits of the Quick Reflexes Trait) for all of its mass, and feeds primarily on small dinosaurs, crocodiles, and early mammals of the period.

Awareness 2 Coordination 3 Ingenuity 1

Presence 2 Resolve 3 Strength 14

Speed: Average **Size:** Huge

Maximum Threat: 14

Threshold: 9 (1-3 Attack, 4-6 Flee)

TRAITS:

- ☛ **Bite:** The bite of Concavenator is a devastating attack that inflicts Strength +2 damage (8/16/24).
- ☛ **Conserve Water:** The hump of the Concavenator acts in the same way that the hump of modern day camels functions, conserving water in the creature's body. The Concavenator can go without water for a somewhat longer period of time than other creatures of its size.
- ☛ **Passive:** Increased Threat Threshold.
- ☛ **Quick Reflexes:** Concavenator's Coordination is treated as two higher for the purposes of determining who goes first using the Initiative system. In addition, if Concavenator spends a Threat point, it is treated as being a Fast creature for one Round.

- ☛ **Stalker:** Concavenator likes to follow its prey, waiting for the right moment to strike. The Concavenator makes an opposed roll of its Coordination + Subterfuge versus the prey's Awareness + Survival, and if successful gains 1/2/4 Threat.

THREAT POWERS:

- ☛ **Hump Attack (2 Threat):** The lower back hump of the Concavenator can be used to make an attack against any opponents who try to strike it from the flank. This is done with a tilting motion on the part of the creature. This attack inflicts Strength -6 damage (4/8/12). It can use this ability in addition to another attack.
- ☛ **Snap! (2 Threat):** Concavenator makes a Bite attack. It can use this ability in addition to another attack.

SKILLS: Athletics 3, Fighting 3, Subterfuge 2, Survival 3

DIMETRODON

(Two Measures of Teeth)

HOME PERIOD: Permian

Often mistaken for a dinosaur, Dimetrodon is a reptile that dwells some 280 million years ago, in the Permian Era, long before the dinosaurs evolved. It is a pelycosaur, one of the first family of reptiles to live entirely on land, but is also considered a synapsid, more closely related to mammals than reptiles such as lizards and snakes. Growing up to 4 metres in length and massing around 227 kilos, Dimetrodon has a big head, narrow body, somewhat squat, side-sprawling legs, and a large, thin sail on its back. The large sail runs the length of the Dimetrodon's back, and seems to serve



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to regulate temperature as well as acting as a mating display. Because of the sail, the creature appears more impressive and threatening than it might otherwise be. Dimetrodon walks with the typical splay-footed, crocodilian walk more commonly associated with reptiles, and is quite slow in this regard. Dimetrodon is a meat eater, and dines primarily on other pelycosaurs such as the Edaphosaurus and Casea, both of which are around at the same time.

Awareness 2 Coordination 2 Ingenuity 1

Presence 3 Resolve 3 Strength 7

Speed: Slow (See below)

Size: Big

Maximum Threat: 12

Threshold: 4 (1-2 Attack, 3-4 Sail Display, 5-6 Flee)

TRAITS:

- ⚙️ **Aggressive:** Dimetrodon is an apex predator, and thus quick to attack when threatened. It has a reduced Threat Threshold.
- ⚙️ **Bite:** The bite of the Dimetrodon inflicts Strength +2 damage (5/9/13).
- ⚙️ **Fear Factor 1:** When seen the Dimetrodon is quite an intimidating creature. +2 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.
- ⚙️ **Sail Display:** When Dimetrodon makes an aggressive display, causing the spinal sail to appear even more impressive, it gains 3 extra Threat. In addition, the speed of Dimetrodon is increased from Slow to Average.

THREAT POWERS:

- ⚙️ **Snap! (2 Threat):** Dimetrodon can make another Bite attack using this ability, and can keep making Snap! attacks as long as it has Threat to pay for them.

SKILLS: Athletics 2, Fighting 2, Survival 3

DINOFELIS

(Terrible Cat)

HOME PERIOD: Early Pliocene–Middle Pleistocene

Dinofelis represents not just one species, but a group of large cats that exists in one form or other up to 10,000 years ago. Dinofelis is a strong predator ranging across Europe, Asia, Africa, and North America. The great cat counts mastodons, mammoths, and even early man amongst its prey. Dinofelis prefers dense terrain such as jungle, forest, and swamp where it can get close to its prey before attacking. If transported to the modern day, it'll stick to rooftops and alleyways. It's possible that sightings of 'Big Cats' like the Beast of Bodmin Moor are actually time-shifted Dinofelis specimens.

The great cat has a stout build with stronger forelimbs than most modern breeds, though it is no bigger than a modern jaguar. These strong forelimbs are used to capture and hold prey while the cat uses its bite to finish them off. Dinofelis' most striking feature is its small sabre-teeth. These teeth are not as long or thick as the true sabre-tooth breeds, hence its nickname "False Sabre-Tooth Cat".



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Awareness 3 Coordination 3 Ingenuity 1
Presence 3 Resolve 2 Strength 7

Speed: Average **Size:** Big
Maximum Threat: 14
Threshold: 5 (1 Attack, 2-5 Prowl and Pounce, 6 Flee)

TRAITS:

- ☉ **Bite:** Dinofelis' powerful bite inflicts Strength +2 damage (5/9/13).
- ☉ **Claw:** Dinofelis' claws cause Strength +1 damage on a successful rake (4/8/12).
- ☉ **Aggressive:** Reduced Threat Threshold. It's hungry.
- ☉ **Lurker:** This creature lies in wait for its prey, pitting its Coordination + Subterfuge against the Awareness + Survival of its prey. If it wins, it gains 1/2/4 Threat.

THREAT POWERS:

- ☉ **Prowl and Pounce (1 Threat):** Dinofelis who successfully sneak within 3 meters of their target can leap forward and use their Pin and Bite power (if they have sufficient threat), gaining a +4 to the Fighting roll to cling on.
- ☉ **Pin and Bite (3 Threat):** Dinofelis leaps onto an enemy and clings on with its claws. Dinofelis must make a successful Fighting attack to grab on, and inflicts claw damage in the first round it hits. In every subsequent round, it automatically inflicts the lower end of its claw damage on the victim, and gets to make a bite attack too. The victim suffers a -4 penalty to all actions while Dinofelis clings to him. Knocking Dinofelis off requires a successful Fighting or Athletics contest.

SKILLS: Athletics 3, Fighting 4, Survival 3, Subterfuge 4

DOEDICURUS CLAVICAUDATUS

(Pestle Tail)

HOME PERIOD: Pleistocene

Doedicurus is a giant proto-armadillo that roams the woods and plains of North and South America up until about 11,000 years ago. This 4 meter long creature is a passive herbivore, only becoming aggressive during the mating season. Doedicurus has a massive spiked tail, but this is usually employed only in mating displays since the creature doesn't have the range of vision to see what it is hitting.

The giant creature has a second smaller dome near the front of its carapace; this space is filled with fatty cells that serve as a food store and means of cushioning blows.

The food store functions in the same manner as a camel's hump and allows the Doedicurus to survive long dry periods. Humans hunt this simple creature in later periods and its shell is sometimes used as a shelter.

Awareness 1 Coordination 2 Ingenuity 1
Presence 1 Resolve 2 Strength 9

Speed: Average **Size:** Huge
Maximum Threat: 8
Threshold: 6 (1-2 Observe, 3-5 Flee, 6 Flailing Retreat)

TRAITS:

- ☉ **Stomp:** Doedicurus attacks by stomping on its opponent inflicting Strength damage (5/9/14).
- ☉ **Armour 5:** Reduce all damage suffered by 5.
- ☉ **Placid:** Threat Threshold is increased by 2. This Trait doesn't apply during the mating season.
- ☉ **Tasty Hump:** A dead or injured doedicurus smells like a really tasty dinner to any nearby predators. Any carnivores nearby gain 2 Threat.

THREAT POWERS:

- ☉ **Observe (1 Threat):** Doedicurus hunches down and watches. If attacked, it attacks back, and counts as a Fast creature for its first round of combat.
- ☉ **Tail Sweep (2 Threat):** Doedicurus makes an attack that inflicts $\frac{1}{2}$ Strength (2/5/6) damage, but can attack any number of targets as long as they're all within a few meters of each other. Anyone hit by the tail swipe is knocked over.
- ☉ **Flailing Retreat (2 Threat):** Doedicurus turns around and flees gaining +2 to Athletics for the next round. Anyone in front of Doedicurus when it flees or following it closely as it runs gets hit by a Tail Sweep attack.

SKILLS: Athletics 2, Fighting 2, Survival 2

DRYPTOSAURUS

(Tearing or Wounding Lizard)

HOME PERIOD: Late Cretaceous

Dryptosaurus is one of the largest carnivores of its time in what is now eastern North America during the late Cretaceous, standing some 7.5 metres long, 2.7 metres tall, and massing around 1.5 tonnes. It is considered to be a coelurosaur (dinosaurs more closely related to birds than carnosaurs), and is also a primitive tyrannosauroid. Dryptosaurus has the general build of a Tyrannosaurus Rex, with a large head filled with sharp teeth and massive legs built for speed, but has somewhat longer arms, and

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20-centimetre long talons on each hand that serve as lethal weapons. Its favourite food is hadrosaurs, and it is well adapted to hunt down and eat them.

The tearing talons of a Dryptosaur are especially well adapted for ripping blood vessels and opening up wounds that bleed copiously. The monster hunts by wounding its prey, then waiting for them to bleed out so they are weak and unable to fight back when it finally comes for them.

Awareness 3 Coordination 3 Ingenuity 1

Presence 3 Resolve 4 Strength 12

Speed: Average **Size:** Huge

Maximum Threat: 16

Threshold: 6 (1-5 Attack, 6 Flee)

TRAITS:

- ⦿ **Aggressive:** Reduced Threat Threshold.
- ⦿ **Armour 2:** Dryptosaurus is quite tough, and reduces all damage by 2.
- ⦿ **Bite:** The bite of the Dryptosaur is quite lethal, and inflicts Strength +2 damage (7/14/21).
- ⦿ **Claws:** A slash from a Dryptosaur claw deals Strength damage (6/12/18).
- ⦿ **Fear Factor 2:** +4 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.
- ⦿ **Scent Blood:** Dryptosaurus gains 1d6 Threat at the start of a fight if one of its foes is already wounded. Dryptosaurus also gains a +4 bonus to Awareness when looking for a wounded victim.

THREAT POWERS:

- ⦿ **Burst of Speed (1 Threat):** The Dryptosaur is extremely fast, and gains a +4 bonus to all Athletics checks.
- ⦿ **Slash Attack (3 Threat):** The Dryptosaur can make an extra claw attack during the round. It can use this ability in addition to another attack.
- ⦿ **Bloody Slash (3 Threat):** The Dryptosaur makes a claw attack; if it hits, the victim

takes one point of damage every round from blood loss. A successful Medicine roll (Difficulty 12) stops most of the bleeding, reducing the damage to one point every 30 minutes. Curing the blood loss entirely requires surgery and a Difficulty 18 Medicine roll.

SKILLS: Athletics 3 (Rending 5), Fighting 3, Survival 4

GASTONIA

(Proto-Ankylosaur)

HOME PERIOD: Early Cretaceous

A genus of ankylosaur, Gastonia is an Armoured plant eater that roams the American woodland. Gastonia is about 5m in length with many spiked Armour plates covering its back. These spikes serve to shred the bark from trees (a favourite snack) as well as to defend Gastonia from predators. Those seeking to locate Gastonia need only look for the spines waving about the treetops.

The mighty herbivore faces a deadly enemy in the form of Utahraptor: the two species exist side-by-side in the Early Cretaceous and Utahraptors love to make a meal of Gastonia. The cunning predator cannot easily penetrate Gastonia's Armour, but has been known to lie in wait until the herbivore exposes



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its fleshy underbelly. Gastonia travels in large herds and has a great fondness for shallow pools and rivers, immersing their massive bodies, and sometimes rolling over onto their backs, to cool down.

Awareness 1 Coordination 2 Ingenuity 1
Presence 2 Resolve 3 Strength 14

Speed: Slow

Size: Huge

Maximum Threat: 10

Threshold: 7 (1-3 Flee, 4 Sound the Alarm, 5-6 Attack)

TRAITS:

- ☛ **Stomp:** Gastonia attacks by stomping on its opponent inflicting Strength damage (7/14/21).
- ☛ **Armour 5:** Reduce all damage suffered by 5. Attacks from below ignore this protection.
- ☛ **Social Anxiety:** A lone Gastonia feels worried and scared; it loses Placid and gains Reduced Threat Threshold (Threshold 3) instead.

THREAT POWERS:

- ☛ **Sound the Alarm (2 Threat):** Gastonia bellows loudly. All other Gastonia within earshot gain 1d6 Threat.
- ☛ **Trample (3 Threat):** Gastonia barrels over smaller

creatures. It inflicts Strength damage (7/14/21) on all creatures that the Gastonia runs over. Characters can dodge a trample attack with a successful Coordination + Athletics reaction.

- ☛ **Tail Swipe (2 Threat):** Gastonia makes an attack that inflicts ½ Strength damage (3/7/10), but can attack any number of targets as long as they're all within a few meters of each other. Anyone hit by the tail swipe is knocked over.

SKILLS: Athletics 2, Fighting 3, Survival 2

HYAENADON

(Hyena Tooth)

HOME PERIOD: Late Eocene to early Miocene

Hyaenadons are a family of canine-like predators that ranged in size from 5kg to 500kg. The larger Hyaenadon species were the apex predators of their day and ranged across Africa, Europe, Australia, Asia, and North America. Despite the name and rough appearance (although Connor thinks they're 'sort of cute'), Hyaenadons are not related to modern Hyenas or Dogs.

With strong builds and large jaws capable of crushing human bone with ease, these creatures present a terrible threat to those encountering them. They hunt in packs, using their superior numbers and coordination to bring down almost any prey.

Awareness 3 Coordination 3 Ingenuity 1

Presence 2 Resolve 3 Strength 6

Speed: Average

Size: Big

Maximum Threat: 8

Threshold: 4 (1-5 Attack, 6 Flee)

TRAITS:

- ☛ **Bite:** The crushing bite of a Hyaenadon inflicts Strength +2 damage (4/8/12)
- ☛ **Barking Mad:** When the Hyaenadon makes an aggressive display, it gains 2 extra Threat.
- ☛ **Stalker:** This creature creeps up on its prey. It can make opposed Coordination + Subterfuge rolls against the victim's Awareness + Survival to gain Threat. If there are several characters in a group, use the lowest result from among the characters' rolls. If the lurker wins, it gains 1/2/4 Threat.

THREAT POWERS:

- ☛ **Huge Leap:** The Hyaenadon springs and leaps onto an enemy. It gains a +4 bonus to all Athletics checks.

HYAENDADON PUP

The ARC team ran into a trio of juvenile Hyaenadon while investigating an Anomaly. These little monster puppies are mostly harmless, but can still give your ankle a nasty nip. More importantly, their parents are never far away and are very protective of their offspring.

Awareness 3 Coordination 2 Ingenuity 1
Presence 2 Resolve 2 Strength 2

Speed: Average

Size: Small

Maximum Threat: 4

Threshold: 2 (1-3 Flee, 4-6 Attack)

TRAITS:

- ☛ **Bite:** The vicious nip bite of a Hyaenadon inflicts Strength damage (1/2/3).

THREAT POWERS:

- ☛ **Yelp of Alarm (1 Threat):** The puppy calls for help. Any adult Hyaenadon within earshot gain 1d6 Threat.

SKILLS: Athletics 2, Fighting 1, Survival 1, Subterfuge 1

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- ☉ **Pack Hunter:** Hyaenadon attack prey larger than themselves in packs, to maximise their odds. By spending a point of Threat, Hyaenadon coordinates its attacks with its pack-mates. For every Hyaenadon after the first that joins the attack, they each receive a +1 bonus to the attack in this action round.

SKILLS: Athletics 4, Fighting 3, Survival 3, Subterfuge 2

HYLONOMUS

(Wood Forest Mouse/Forest Wanderer)

HOME PERIOD: Late Carboniferous

Hylonomus is one of the earliest reptiles known, and lives in the Late Carboniferous period. Only approximately 20 centimetres in length (including the tail), in appearance it looks rather similar to modern-day lizards with its quadrupedal, splay-footed posture, long tail, and sharp teeth.

This reptile eats small invertebrates such as millipedes, land snails, and insects of the time period. (At this time, plant-eating backboned animals had not yet appeared.) Hylonomus is a tree dweller, favouring such lycopods as Sigillaria, and is quite rapid in its locomotion through the trees.

Awareness 3 Coordination 3 Ingenuity 1

Presence 2 Resolve 2 Strength 1

Speed: Fast **Size:** Small

Maximum Threat: 3

Threshold: 1 (Always Flee or Hide)

TRAITS:

- ☉ **Bite:** The bite of the Hylonomus does Strength +1 damage (1/2/3).
- ☉ **Climber:** The Hylonomus is an adept climber, and receives a bonus of +2 when climbing.

THREAT POWERS:

- ☉ **Burst of Speed (1 Threat):** When the Hylonomus feels endangered or otherwise threatened, or when chasing down prey, it can increase its speed for short periods of time, gaining a +4 bonus to any Athletics rolls.

SKILLS: Athletics 4 (Climbing 6, Running 6),

Fighting 1, Subterfuge 1 (Camouflage 3), Survival 2

JAKELOPTERUS RHENANIAE

(EURYPTERID)

(Otto Jaekel's wing from the Rhineland)

HOME PERIOD: Middle Devonian

Jaekelopterus Rhenaniae is the largest known Sea Scorpion at 2.5 meters in length. With spiked claws able to circle a human head and crack open the Armoured shells of other creatures found in the Devonian seas, this is the apex predator of the day. Jaekelopterus lacks the stinger found in some other sea scorpions, but its massive claws more than make up for it.

This terrifying arthropod's weak legs mean that it is incapable of walking on land, but is at home swimming in shallow water and may venture into fresh water to hunt. Jaekelopterus will eat anything it can get its claws on, including other sea scorpions, and it is totally merciless. It is almost impossible to get Jaekelopterus to back down from a fight without killing it.

Of course, being the apex predator at sea is no help if an Anomaly dumps you somewhere dry, like suburbia. Player characters are as likely to encounter a dying, dehydrated, and desperate Jaekelopterus as they are to meet a healthy specimen.

Awareness 2 Coordination 3 Ingenuity 1

Presence 2 Resolve 6 Strength 7

Speed: Average

Size: Big

Maximum Threat: 14

Threshold: 5 (Always Attack)

TRAITS:

- ☉ **Claw:** Jaekelopterus' barbed claws are its primary weapon, and inflict Strength damage (4/7/11).
- ☉ **Armour 2:** Reduce all damage suffered by 2.
- ☉ **Fear Factor 4:** +4 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.
- ☉ **Aggressive:** Reduced Threat Threshold.
- ☉ **Lurker:** This creature lies in wait for its prey. It can make opposed Coordination + Subterfuge rolls against the victim's Awareness + Survival to gain Threat. If there

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are several characters in a group, use the lowest result from among the characters' rolls. If the lurker wins, it gains 1/2/4 Threat.

- ⚡ **Aquatic:** This creature cannot survive for long on land, or even walk upright.

THREAT POWERS:

- ⚡ **Methodical Killer (4 Threat):** When Jaekelopterus activates this ability, it gains a +2 bonus to its next claw attack. If that attack hits, then the Jaekelopterus gains a +4 bonus to its next attack, then a +6 bonus to its next attack after that, and so on, to a maximum bonus of +8. This bonus is lost if Jaekelopterus misses with any of its attacks. Jaekelopterus can activate this ability again if it has the Threat to spend, but the bonus resets to +2 each time.

SKILLS: Athletics 2, Fighting 3, Survival 3, Subterfuge 3

JURASSIC STOMACH PARASITE

(Prehistoric Tummy Bug)

HOME PERIOD: Jurassic

The Jurassic period is home to a number of parasites that inconvenience the dinosaurs. Such bugs are much more deadly to humans and can cause massive damage before either burning out its host or being eliminated. The Jurassic Stomach Parasite starts life as one of a million tiny transparent eggs vomited into a water supply by its parent's host.

The parasite waits to be ingested by another creature where it takes up residence in the stomach, grows to full size (about the size of a small football when engorged with eggs), and produces millions of eggs of its own which its host then vomits into a new water supply. The parasite dies a few hours after disgorging its eggs. This does not help the host human however, because humans lack the ability to break down the creature's flesh, and they soon die of starvation or poisoning from the creature rotting inside them.

The parasite resembles a purple-black maggot which grows throughout its life cycle until it reaches about 30 centimetres long. This growth occurs in about 30 hours and can kill a weaker host such as a child or elderly person. The creature causes a hydrophilic reaction in its host drawing them towards large bodies of water where the parasite can lay its eggs. In a big city, a canal, reservoir, or swimming pool would serve this purpose.

Awareness 1 Coordination 2 Ingenuity 1

Presence 1 Resolve 2 Strength 1

Speed: Slow **Size:** Tiny

Maximum Threat: 4

Threshold: 2 (Always Flee)

TRAITS:

- ⚡ **Parasite:** This creature lives inside another and must be extracted before being killed. Victims of the parasite take 1 point of damage every three hours as the creature feeds on their blood and tissue.
- ⚡ **Salt Lover:** Jurassic Parasites love salt. Large quantities of salt placed near the mouth of the host can tempt them out without killing the host.

THREAT POWERS:

- ⚡ **Burst of Speed (1 Threat):** The Parasite slithers at high speed towards the nearest cover, getting a +4 bonus to any Athletics checks.



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SKILLS: Athletics 1, Survival 1, Subterfuge 3 (Hiding 5)

KAPROSUCHUS

(Boar crocodile)

HOME PERIOD: Upper Cretaceous

Kaprosuchus is a massive crocodilian predator with a few interesting deviations from the typical crocodiles of its era. Kaprosuchus has tusk-like teeth (hence its nickname) and horny protrusions from its skull. The creature is surprisingly quick for a crocodilian, able to reach speeds of 60kmph. In addition, Kaprosuchus' eyes are suited to binocular vision, allowing the creature to attack on land much more effectively than its aquatic-ambushing cousins, the crocodiles.

Kaprosuchus measures six meters on average with larger specimens perhaps topping nine meters or more. The creature has a voracious appetite for meat, requiring much more food than more sedate ambush predators. Kaprosuchus will happily eat the equivalent of an adult human every two weeks or so.

Awareness 2 Coordination 3 Ingenuity 1

Presence 2 Resolve 3 Strength 12

Speed: Average **Size:** Huge

Maximum Threat: 8

Threshold: 2 (Always Attack)

TRAITS:

- ❁ **Bite:** Kaprosuchus' toothy bite inflicts Strength +2 damage (7/14/21).
- ❁ **Aggressive:** Reduced Threat Threshold.
- ❁ **Armour 3:** Reduce all damage by 3.
- ❁ **Fear Factor 1:** +2 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.
- ❁ **Roar:** When Kaprosuchus makes an aggressive display, it gains 2 extra Threat.

THREAT POWERS:

- ❁ **Snap! (2 Threat):** Kaprosuchus makes an additional bite attack this round.
- ❁ **Thrashing Bite (4 Threat):** Kaprosuchus leaps on a target, biting them, and then spinning its body around and around. This horrific attack causes the bite wounds to deepen, knocks an opponent senseless, and

can tear off a massive chunk of flesh. The bite inflicts Strength +2 damage (7/14/21) and the target can do nothing except defend himself until Kaprosuchus' next turn. If a character hit by this attack spends Story Points to avoid being bitten, he cannot reduce the Kaprosuchus' attack to anything less than a Marginal Success (so this attack always does at least some damage if it hits).

SKILLS: Athletics 3 (Running 5), Fighting 3, Survival 3, Subterfuge 1

LIGHTER BEETLE

(Firebug)

HOME PERIOD: Carboniferous

The Lighter Beetle is a dangerous shoe-sized horror from the Carboniferous period. With an almost fireproof coating the creature is pretty harmless – if a little creepy - until agitated. The burrowing bug has a defence mechanism akin to the modern Bombardier Beetle. The Lighter Beetle stores two chemicals in its posterior which, when combined, form a liquid that ignites in contact with air. When threatened, the Lighter Beetle ejects this liquid from its posterior setting fire to anything in its path before scuttling away. The stream of flame is about a meter long.



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The part of the Carboniferous period that the Lighter Beetle comes from has a very high level of oxygen and the fire burst would have been wider forming a cone up to 3m long. In the modern day a few Lighter Beetles could wreck havoc in places sensitive to fire like power stations, lumber mills, or libraries.

Awareness 2 Coordination 2 Ingenuity 1

Presence 2 Resolve 2 Strength 1

Speed: Fast **Size:** Small

Maximum Threat: 4

Threshold: 2 (1-4 Burst of Speed to Flee, 5-6 Napalm)

TRAITS:

- ☛ **Armour 1:** Reduce all damage suffered by 1. This bug is hard to squash!
- ☛ **Munch:** Given enough time the Lighter Beetle can cause untold damage as it chews on any soft or organic material.

THREAT POWERS:

- ☛ **Napalm! (2 Threat):** The Lighter Beetle ejects a line of napalm-like flame from its posterior setting fire to anything in its path and causing 2/4/6 damage to a single target.
- ☛ **Burst of Speed (1 Threat):** The Lighter Beetle scuttles away, getting a +4 bonus to any Athletics

checks.

SKILLS: Athletics 2, Fighting 1, Marksman 3
Survival 2

LABYRINTHODONT

(Maze Toothed)

HOME PERIOD: Late Palaeozoic to Early Mesozoic

Labyrinthodont is an amphibian ambush predator with a large head and a maw filled with sharp, pointed teeth. The creature is a fast mover, an excellent climber, and has a hide covered in heavy scales. Labyrinthodont prefers warm, damp environments; a cave near water is ideal.

Normally Labyrinthodont prefers to lie partially submerged in water until its prey walks by, but if conditions don't favour this, the creature goes on the prowl for fresh meat. Labyrinthodont does not require a lot of meat and can go for months without eating if required. If food is particularly scarce, the creature can enter a sort of hibernation period which can last for years.

Awareness 2 Coordination 3 Ingenuity 1

Presence 2 Resolve 2 Strength 8

Speed: Average **Size:** Big

Maximum Threat: 8

Threshold: 4 (1-5 Attack, 6 Flee)

TRAITS:

- ☛ **Bite:** The broad bite of Labyrinthodont inflicts Strength +2 damage (5/10/15).
- ☛ **Amphibious:** Labyrinthodont is equally at home on land or water. Furthermore, it gains a +2 bonus to all Subterfuge rolls when hiding underwater.
- ☛ **Lurker:** This creature lies in wait for its prey. It can make opposed Coordination + Subterfuge rolls against the victim's Awareness + Survival to gain Threat. If there are several characters in a group, use the lowest result from among the characters' rolls. If the lurker wins, it gains 1/2/4 Threat.
- ☛ **Armour 2:** Reduce all damage by 2.

THREAT POWERS:

- ☛ **Snap! (2 Threat):** Labyrinthodont makes an additional bite attack this round.
- ☛ **Burst of Speed (1 Threat):** Labyrinthodont sprints, getting a +4 bonus to any Athletics checks. It can use this power to leap out of the water to attack a victim standing on the shore.



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Moschorhinus and the large archosaur Proterosuchus.

Awareness 3
Coordination 3
Ingenuity 1

Presence 2
Resolve 3
Strength 2

Speed: Average

Size: Small

Maximum Threat: 6

Threshold: 4 (1-5 Burrow or Flee, 6 Attack)

SKILLS: Athletics 4, Fighting 3, Survival 2, Subterfuge 3

LYSTROSAURUS

(Shovel Lizard)

HOME PERIOD: Late Permian to Early Triassic

Lystrosaurus is a dicynodont therapsid – a mammal-like reptile – that lives during the late Permian through early Triassic, and is extremely widespread, being found in Antarctica, India, and South Africa, as well as Russia, China, and Mongolia. Pig-like and heavily built in appearance with a barrel-shaped body, Lystrosaurus is approximately 0.9 m long and masses around 90 kilos. It has a short snout, two tusk-like upper canines, and a beak similar to that of a turtle used for shearing off pieces of vegetation. Lystrosaurus is an amphibian feeder, with its nostrils and eye sockets placed near the top of the head, the snout turned down at the tip, and the teeth and jaws placed low, in much the same fashion as the hippopotamus. It also has wide paws, which are suitable for boggy environments, but which also seem to lend themselves well to other environments.

Extremely numerous, Lystrosaurs thrive in hot, dry river bed environments, but are also found in coastal environments, where they dig up plants and roots with their low placed teeth and jaws. With forelimbs that are more robust than its hindlimbs, it has a semi-sprawling gait, and Lystrosaurus is a powerful digger and burrower. The Lystrosaurus lives in herds, and this acts as a further deterrent to predators. Its main predators are 1.5 metre-long therocephalian

TRAITS:

- ☼ **Bite:** The bite of the Lystrosaurus is quite powerful, and inflicts Strength + 1 damage (2/3/4).
- ☼ **Hold Breath:** Equally at home on land and in water, the Lystrosaurus has excellent lung capacity and can hold its breath for extended periods of time.
- ☼ **Placid:** Threat Threshold is increased by 2.
- ☼ **Natural Armour:** The robust nature of the Lystrosaurus lends it 1 points of Armour.

THREAT POWERS:

- ☼ **Burrow Defense (2 Threat):** Lystrosaurus is an excellent burrower, and can swiftly burrow into the earth. The creature leaves combat by fleeing underground, and covers anyone nearby with mud and dirt (-2 Presence until you clean yourself up). Obviously, this power can only be used if there's soft earth nearby – the lystrosaurus can't dig through concrete.

SKILLS: Athletics 2 (Burrowing 4, Swimming 4), Fighting 2, Subterfuge 3, Survival 3

MEGALODON

(Big Tooth)

HOME PERIOD: Late Oligocene to Early Pleistocene

Megalodon is the biggest marine predator in the history of planet Earth measuring up to 20 meters long and weighing a staggering 100 metric tons. The titanic shark has teeth bigger than your whole hand

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and the most powerful bite of any creature that ever existed; over five times more powerful than that of Tyrannosaurus Rex. Only the biggest Anomalies are wide enough to let this monster through, and such titanic Anomalies could be detected on the surface by strange changes in currents or water chemistry.

Megalodon is a killing machine that fed on anything it wished, including prehistoric whales, ripping off their flippers and biting through major joint bones to prevent them getting away before tearing through their remaining bone and flesh with equal ease. The shark is fully capable of destroying a watercraft... you don't need a bigger boat, you need a battleship. In modern oceans, Megalodon might mistake submarines for whales, using their Disable Threat ability on them and leaving them stranded.

Megalodon roams all of Earth's oceans, though as temperatures get colder it confines itself to tropical, subtropical, and temperate oceans. Adult Megalodons rarely stray into shallow waters near the shore, beaching is one of the few things that threaten it.

Awareness 3 Coordination 3 Ingenuity 1

Presence 4 Resolve 5 Strength 36

Speed: Slow **Size:** Colossal

Maximum Threat: 20

Threshold: 8 (Always Attack)

TRAITS:

- ☛ **Bite:** Megalodon inflicts Strength +2 damage with a bite (19/38/57).
- ☛ **Armour 15:** Reduce all damage suffered by 15.
- ☛ **Fear Factor 5:** +10 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.
- ☛ **Aggressive:** Reduced Threat Threshold.
- ☛ **Aquatic:** This creature cannot survive on land.
- ☛ **Blood in the Water:** Megalodon gains a +4 to Survival checks to find food when their prey is bleeding.

THREAT POWERS:

- ☛ **Snap! (2 Threat):** Megalodon makes a Bite attack. It can use this ability in addition to another attack.
- ☛ **Disable (2 Threat):** Megalodon aims for the target's means of propulsion and either tears it off or bites through it. This is handled as a standard Fighting roll with success; if it hits, it inflicts half normal Bite damage, but all the damage targets the victim's Coordination (or, in the case of vehicles, reduces Speed to 0). Megalodon only uses this Threat

Power when faced with a foe of Huge size or larger. This includes ocean-going vessels where it targets engines and rudders. If Megalodon tries chewing on a boat, it takes damage from the propellers, but still succeeds in crippling its prey.

- ☛ **Gulp! (3 Threat):** Megalodon swallows prey of Average size or lower in one gulp. Megalodon makes a standard Fighting roll to swallow its target. This horrible attack automatically kills the target.

SKILLS: Athletics 3 (Swimming 5), Fighting 3, Survival 3

MONONYKUS

(One Claw)

HOME PERIOD: Late Cretaceous

Mononykus is a small theropod dinosaur that roams the desert plains of Mongolia. At only 1 meter long Mononykus is quite petite for a carnivorous creature, but makes up for this with extreme speed and mobility. The dinosaur runs on two slender back legs, and has a whip-like tail for balance. Mononykus gets its name from its unusual forelimbs that consist only of a single 7-inch claw. It uses these claws to rip termite mounds and insect burrows apart, but can also use them to hang onto larger foes while it bites and tears.

Mononykus is primarily an insect eater with small sharp teeth, but supplements its diet with small animals. It has a coat of bright red and orange feathers that it uses for attracting mates and scaring away predators.

Awareness 3 Coordination 3 Ingenuity 1

Presence 2 Resolve 1 Strength 3

Speed: Fast **Size:** Average

Maximum Threat: 6

Threshold: 3 (1-4 Flee, 5-6 Attack)

TRAITS:

- ☛ **Bite:** Mononykus's razor sharp teeth inflict Strength +1 damage (2/4/6).
- ☛ **Threat Display:** Mononykus bristles its bright feathers, making a display of aggression that generates 1 extra Threat.

THREAT POWERS:

- ☛ **Burst of Speed (1 Threat):** Mononykus sprints, getting a +4 bonus to any Athletics checks.
- ☛ **Call Predator (3 Threat):** Mononykus screams in a deafening cry of pain. This is intended to attract predators, which Mononykus uses as a distraction

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in order to flee. Any predators nearby gain 1d6 Threat.

- ❁ **Nasty Claws (2 Threat):** Mononykus can either make an extra claw attack this round in addition to biting, inflicting Strength (2/3/5) damage, or else it can grab and hang on to an enemy. If it grabs on, it gets a +2 bonus to all future attacks on that enemy until knocked off.

SKILLS: Athletics 5, Fighting 2, Survival 3

MEGALADAPIS

(Giant Lemur)

HOME PERIOD: Pleistocene to Holocene (500 years ago)

The Megaladapis belongs to a family of three extinct species of lemur that lived on Madagascar up until about 500 years ago. Approximately 1.3 to 1.5 metres tall and weighing about 50 kilograms, it has a squat body that is built along the lines of a modern koala. Its long arms and fingers are specialised for grasping trees, while its legs are splayed for vertical climbing. Unlike most primates, it has a very un-lemur-like skull: its eyes are located on the sides of its skull, and its long, canine teeth and a cow-like jaw make for a tapered snout. It has very powerful jaw muscles, used for chewing through the tough vegetation of the time, but has relatively short front limbs.

The Megaladapis went extinct 500 years ago when humans destroyed its forest habitat. Any lemurs that come from those last, desperate years to the present day via Anomalies may associate humans with danger and starvation, and become more aggressive.

Awareness 3	Coordination 4	Ingenuity 1
Presence 2	Resolve 3	Strength 3

Speed: Average

Size: Average

Maximum Threat: 6

Threshold: 3 (1-2 Flee, 3-4 Hoot the Warning, 5-6 Attack)

TRAITS:

- ❁ **Bite:** While the jaws of Megaladapis are very strong, they are not suited to actual combat. The Megaladapis's jaws inflict Strength +1 damage (2/4/6) to its opponents, but it has a -2 penalty to all attack rolls.

- ❁ **Natural Climber:** The Megaladapis is a natural climber, and is quite agile in the trees. It receives a bonus of +2 to all Athletics rolls when climbing, and gains a +1 bonus to its speed when climbing through the trees.

- ❁ **Roar:** When Megaladapis makes a display of aggression, it gains 2 extra Threat.

THREAT POWERS:

- ❁ **Grab (2 Threat):** Megaladapis can seize victims that are smaller than itself in its grasp. If this attack succeeds, the victim takes Strength damage every round (2/3/5). To escape, the victim must beat the Megaladapis in a Strength + Athletics contest.

- ❁ **Hoot the Warning (2 Threat):** When Megaladapis is endangered or feeling threatened, it may make a hooting sound that serves as a warning to others of its kind. All others in the area gain 1d6 Threat.

SKILLS: Athletics 4 (Climbing 6), Fighting 2, Subterfuge 2, Survival 2

MEGANEURA

(Large-Nerved)

HOME PERIOD: Carboniferous

Meganeura represents a genus of giant dragonflies that were common in the Carboniferous period. Over 60 cm long and blessed with a less than sunny disposition, Meganeura feeds on other giant insects and small amphibians. Meganeura will attack humans if no other food is available inflicting nasty wounds with its serrated jaws. Meganeura will swarm if exposed to the right mix of chemicals, sugar, or high oxygen levels. As oxygen levels falls Meganeura grows increasingly aggressive and in a modern atmosphere it is positively homicidal.

Meganeura's bite can pass on all sorts of horrible diseases, many of which do not exist in the present day. This means that unless your body can fight off the infection, or someone hastily invents a cure, you're in big trouble. On the bright side, you'll get your own disease named after you.

Awareness 3	Coordination 4	Ingenuity 1
Presence 2	Resolve 1	Strength 2

Speed: Fast

Size: Small

Maximum Threat: 6

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Threshold: 1 (Always Attack)

TRAITS:

- ☉ **Bite:** Meganeura deals Strength damage (1/2/3) with a bite.
- ☉ **Swarm:** If there are lots of Meganeura, they can be treated as a Swarm.
- ☉ **Flight:** Meganeura can fly at high speeds.
- ☉ **Oxygen Deprivation:** Meganeura gain 1 Threat in every Round in low-oxygen conditions like the present day. If oxygen levels are restored to those found in the Carboniferous period, their Threat drops back down.

THREAT POWERS:

- ☉ **Flitter (2 Threat):** Meganeura flies around crazily, making it very difficult to hit and giving enemies a -2 penalty on rolls to strike it.

SKILLS: Athletics 3 (Flying 5), Fighting 1, Survival 2

PACHYRHINOSAURUS

(Thick-Nosed Lizard)

HOME PERIOD: Late Cretaceous

Pachyrhinosaurus is a ceratopsid dinosaur from the Late Cretaceous period, found in what is now Alberta and Alaska. Standing 2 metres high, Pachyrhinosaurus weighs some 2 tons and measures 6 to 8 metres in length. Like other ceratopsids, Pachyrhinosaurus has massive flattened bosses instead of horns, the largest one being over the nose with a smaller one over the eyes. In the case of this particular dinosaur, these bosses/frills are quite solid and strong, and are used in butting for dominance within the herd and possibly to attack enemies. They also have a pair of horns growing from the frill and extending upwards, and the skull also has several smaller horn ornaments that vary between individuals and between species. Both the shape and the size of the frill are highly individualised, reliant possibly on gender, species of Pachyrhinosaurus, and other factors. They are herbivores with teeth that allow them to chew tough, fibrous plants. They are also herd animals, travelling in large groups that care for their young. These creatures have a jagged beak, and the Pachyrhinosaurus is able to move at prodigious speed, perhaps close to 32 kilometres per hour, which enhances the defensive capabilities of these dinosaurs. When threatened, Pachyrhinosaurus is somewhat emotional towards its opponents, in the same manner as modern rhinoceroses do today. They favour well-watered, forested floodplains, and coastal swamps and marshes.

Awareness 3 Coordination 3 Ingenuity 1

Presence 4 Resolve 4 Strength 14

Speed: Slow **Size:** Huge

Maximum Threat: 12

Threshold: 4 (1 Flee, 2-4 Bellow, 5-6 Attack)

TRAITS:

- ☉ **Armour:** The size and sheer physicality of the Pachyrhinosaurus is good for 4 points of Armour.
- ☉ **Horn Attack:** The Pachyrhinosaurus can make an attack with its horns, but the size of the horns limits the damage to Strength -4 damage (5/10/15).
- ☉ **Ill Tempered:** The Pachyrhinosaurus is somewhat emotional and prone to fits of violence. Its Threat Threshold is reduced by 2.
- ☉ **Swift of Foot:** These creatures are extremely swift for such a huge animal. A Pachyrhinosaurus can move four extra Areas each Action Round when running.

THREAT POWERS:

- ☉ **Head Ram (2 Threat):** The Pachyrhinosaurus rams and head butts a single opponent, hitting for Strength +2 damage (8/16/24).
- ☉ **Bellow (2 Threat):** The Pachyrhinosaurus makes a low pitched, loud bellowing noise through its nose. All other Pachyrhinosauruses within earshot gain 1d6 Threat.
- ☉ **Trample (3 Threat):** The Pachyrhinosaurus can trample over smaller creatures than itself. It inflicts Strength damage (7/14/21) damage on all creatures that it runs over. Characters can dodge the Trample attack with a successful Coordination + Athletics roll.

SKILLS: Athletics 3 (Running 5), Fighting 3, Survival 3

PALAEOPROPITHECUS

(Ancient One Before the Apes)

HOME PERIOD: Pleistocene to Holocene (500 years ago)

Like their cousins Megaladapis, Palaeopropithecus is a species of lemur that went extinct 500 years ago. Approximately 1.5 metres tall and weighing about 50 kilos, they are commonly called "sloth lemurs" because their basic skeletal structure has much in common with living tree sloths. The forearms of Palaeopropithecus are greatly elongated and the digits of both the hands and feet were long and strongly bowed - so bowed, in fact, that the animal cannot engage in fine grasping movements. It appears to move upside down, using its hands and feet as grappling

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hooks to inch along under branches as it searches for edible fruits and leaves. They lead an arboreal existence for the most part, with suspension locomotion as their primary means of movement. The Palaeopropithecus has an extended snout that is not so typical for its lemur relatives, but the jaw muscles are quite powerful for a creature of its size.

Some zoologists believe that Palaeopropithecus specimens existed as recently as the 19th century, or that there might still be lemurs living undiscovered in the jungle – or did a Palaeopropithecus come through an Anomaly, leaping hundreds of years past its own extinction?

Awareness 3 Coordination 3 Ingenuity 1

Presence 2 Resolve 2 Strength 4

Speed: Average

Size: Average

Maximum Threat: 6

Threshold: 3 (1-2 Flee, 3-4 Hoot the Warning, 5 Observe, 6 Attack)

TRAITS:

- ❁ **Bite:** While the jaws of Palaeopropithecus are quite strong, they are not suited to actual combat. Still, the jaws inflict Strength damage (2/4/6) on a successful hit.
- ❁ **Natural Climber:** The Palaeopropithecus is a natural climber, and is quite agile in the trees. It receives a bonus of +2 to all Climbing rolls.
- ❁ **Curious:** Palaeopropithecus is fascinated by small, shiny things, especially machinery and gadgets. A Palaeopropithecus with something to play with loses 1d6 Threat.

THREAT POWERS:

- ❁ **Hoot the Warning (1 Threat):** When Palaeopropithecus is endangered or feeling threatened, it might make a high-pitched keening sound that serves as a warning to others of its kind. All others in the area gain 1d6 Threat.
- ❁ **Thief (1 Threat):** The Palaeopropithecus gains a +4 bonus to Subterfuge rolls for one round. Often, it will attempt to steal equipment from player characters. Pray that the lemur doesn't run off with your Anomaly Detector... or your grenades!

SKILLS: Athletics 3 (Climbing 5), Fighting 1, Subterfuge 3, Survival 2

PARONYCHODON

(Beside Claw Tooth)

HOME PERIOD: Early and Late Cretaceous

Paronychodon is a form of dromaeosaurid that shares many of the same characteristics as the Deinonychus, and can be classified as a raptor. Somewhat larger than the Deinonychus, the Paronychodon is a fast moving predator. Unlike Deinonychus, the Paronychodon does not have the sickle-shaped claws on its feet, having more standard clawed feet, but makes up for this with the savagery of its teeth. That said, the claws of Paronychodon are still effective weapons, as the creature's legs are extremely strong, but the dinosaur cannot climb, nor can it make some of the flashier attacks that most raptors are capable of. Paronychodon will usually make a series of bite attacks on its target, but may also leap at its opponents and make a devastating attack using its claws.

Like other dromaeosaurids, Paronychodon has a long tail that it uses for balance when running and jumping. They have a relatively keen sense of smell, but their vision is optimised for spotting moving prey, so they tend to ignore stationary objects that do not smell like food. Paronychodon is very much a pack hunter, searching for carrion or vulnerable prey. While not as intelligent as Deinonychus, they can still come up with quite clever tactics, and have surprisingly dexterous hands, which allow them to pick up items or examine objects of curiosity. They have an eagerness to push the boundaries of their territory, and are quite savage.

Awareness 4 Coordination 4 Ingenuity 2

Presence 4 Resolve 4 Strength 6

Speed: Fast

Size: Average

Maximum Threat: 10

Threshold: 5 (Always attack)

TRAITS:

- ❁ **Bite:** The terrible bite of the Paronychodon does Strength +2 damage (4/8/12).
- ❁ **Fear Factor 1:** +2 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.

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- ☼ **Threat Display:** Paronychodon has a brightly coloured crest that is used in mating displays. If the raptor raises its crest, this counts as a display of aggression that generates 2 extra Threat, but will attack anything that it mistakes for a rival. Anything roughly the same size and colour as the raptor (like an unfortunate vending machine, or a human wearing a matching-colour jacket) is a valid target. Raising its crest is an action for the raptor.

THREAT POWERS:

- ☼ **Multiple Snap! (2 Threat):** The Paronychodon makes an extra Bite attack this round, and can keep making as many of these attacks as long as it has Threat to pay for them.
- ☼ **Pack Hunter (1 Threat):** Paronychodons attack prey larger than themselves in packs, to maximise their odds. By spending a point of Threat, Paronychodon coordinates its attacks with its pack-mates. For every Paronychodon after the first that joins the attack, they each receive a +1 bonus to the attack in this action round.
- ☼ **Rake Attack (2 Threat):** The Paronychodon leaps at an enemy, and makes a Fighting attack with a +2 bonus that inflicts very deep and serious wounds. These wounds cause Strength damage (3/6/9).
- ☼ **Scent (1 Threat):** Flaring its nostrils, the raptor sniffs the air. It gets a +2 bonus to its Awareness when searching for prey this round.

SKILLS: Athletics 3 (Running 5), Fighting 4, Survival 3

PLESIOSAUR (LIOPLEURODON)

(Smooth-Sided Teeth)

HOME PERIOD: Middle to Late Jurassic

Plesiosaurs are a whole family of aquatic predators that terrorized the oceans for millions of years. Plesiosaurs have round bodies, short tails, and four flippers. The creatures come in long and short necked species and vary wildly in length from 3 to 20 meters.

Liopleurodon is a short-necked Pliosaur (a sub-group of plesiosaurs) with a large head and massive toothed jaws. The creature is an apex predator at over 20 meters in length and will attack any creature in its path with little hesitation. Liopleurodon is unusual for travelling in small pods working together to take down large targets. When confronted with usual targets such as submarines or boats, Liopleurodon tests the waters by rubbing against them or butting them to see if they are living creatures.

Awareness 3 Coordination 2 Ingenuity 1

Presence 4 Resolve 3 Strength 20

Speed: Average

Size: Colossal

Maximum Threat: 18

Threshold: 7 (1-5 Attack, 6 Observe)

TRAITS:

- ☼ **Bite:** Liopleurodon's terrible bite inflicts Strength damage (10/20/30).
- ☼ **Aquatic:** This creature cannot survive on land.
- ☼ **Armour 8:** Reduce all damage suffered by 8.
- ☼ **Fear Factor 3:** +6 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.
- ☼ **Aggressive:** Reduced Threat Threshold.

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THREAT POWERS:

- **Observe (1 Threat):** Liopleurodon rears back its head and watches. If attacked, it attacks back, and counts as a Fast creature for its first round of combat.
- **Ram (3 Threat):** Liopleurodon swims at a target at high speed inflicting Strength +2 damage (11/22/33).
- **Disable (3 Threat):** Liopleurodon aims for the target's means of propulsion and either tears it off or bites through it. This is handled as a standard Fighting roll with success; if it hits, it inflicts half normal Bite damage, but all the damage targets the victim's Coordination (or, in the case of vehicles, reduces Speed to 0). Liopleurodon only uses this Threat Power when faced with a foe of Huge size or larger. This includes ocean-going vessels where it targets engines and rudders. If Liopleurodon tries chewing on a boat, it takes damage from the propellers, but still succeeds in crippling its prey.
- **Burst of Speed (1 Threat):** Liopleurodon flexes its powerful flippers, getting a +4 bonus to any Athletics checks.

SKILLS: Athletics 4 (Swimming 6), Fighting 3, Survival 4

PLESIOSAUR (ELASMOSAURUS)

(Thin Plate Lizard)

HOME PERIOD: Late Cretaceous

Plesiosaurs are a whole family of aquatic predators that terrorized the oceans for millions of years. Plesiosaurs have round bodies, short tails, and four flippers. The creatures come in long and short necked species and vary wildly in length from 3 to 20 meters.

Elasmosaurus is one of the largest Plesiosaurs measuring about 14m in length and weighing 2.2 metric tons on average. With a mouthful of wicked teeth and incredible manoeuvrability, Elasmosaurus is a dangerous predator. The creature's main weakness is its neck, which it can only raise above the water in the shallows where it can push its body down against the sea floor as leverage. Ravenous creatures, the Elasmosaurus can devastate the fish stocks in a region and aren't above taking a bite out of larger prey such as a human swimmer. The creature prefers to wait in ambush and attack from below; therefore murky waters are its favourite hunting ground.

Awareness 3 Coordination 3 Ingenuity 1

Presence 3 Resolve 2 Strength 12

Speed: Slow **Size:** Huge



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Maximum Threat: 14

Threshold: 7 (1-3 Attack, 4-6 Flee)

TRAITS:

- ☉ **Armour 2:** Reduce all damage by 2.
- ☉ **Bite:** Elasmosaurus' toothy bite inflicts Strength +1 damage (7/13/20).
- ☉ **Lurker:** This creature lies in wait for its prey.
- ☉ **Aquatic:** This creature cannot survive for long on land.

THREAT POWERS:

- ☉ **Snap! (2 Threat):** Elasmosaurus makes an additional bite attack this Action Round.
- ☉ **Burst of Speed (1 Threat):** Elasmosaurus flexes its powerful flippers, getting a +4 bonus to any Athletics checks.

SKILLS: Athletics 3 (Swimming 5), Fighting 3, Survival 3, Subterfuge 2

SAUROLOPHUS

(Lizard Crest)

HOME PERIOD: Late Cretaceous

Typical of many hadrosaurs (duck-billed dinosaurs), Saurolophus is a four-legged, ground-hugging herbivore with a prominent crest on its head found in Asia, Mongolia, and North America. Some 10 metres long, and massing around two tonnes, the dinosaur is best known for its cranial crest, which is long and spike-like, and projects upward and backwards at a 45-degree angle starting from over the eyes. This is used for mating purposes and to alert other members of the herd to danger. The dinosaur has a spoon-shaped beak, and dwells in well-watered forested or woodland areas, flood plains, and some coastal swamps and marshes. Saurolophus's main enemy tends to be Tyrannosaurus Bataar (in Asia and Mongolia), and Albertosaurus and Daspletosaurus (in North America). It is a herbivore at home both bipedally and quadrupedally, and can forage up to a height of 4 metres. It is competitive with other plant eaters such as Edmontosaurus and Hypacrosaurus.

Awareness 2 Coordination 2 Ingenuity 1

Presence 2 Resolve 3 Strength 10

Speed: Slow **Size:** Huge

Maximum Threat: 6

Threshold: 3 (Always Sound The Alarm, then Flee if possible)

TRAITS:

- ☉ **Crest Display:** The distinctive crest of the Saurolophus allows it to intimidate its opponents, giving it 2 extra Threat when it makes a Threat Display.
- ☉ **Stomp:** The Saurolophus can stomp on any opponent that is smaller than itself, inflicting Strength damage (5/10/15).

THREAT POWERS:

- ☉ **Herd Trample (3 Threat):** When agitated or frightened, Saurolophus charge through the area of terrain in the direction opposite that of the threat, heedless of any creatures in their way. The herd is able to trample any being smaller than themselves in the area, doing Strength damage (5/10/15).
- ☉ **Sound the Alarm (2 Threat):** When Saurolophus senses danger, it uses high-pitched keening and its crest to alert others in the herd. This increases the Threat of all other Saurolophus by 1d6.

SKILLS: Athletics 2 (Running 4), Fighting 1, Survival 3

SINOSAUROPTERYX

(Chinese Lizard Wing)

HOME PERIOD: Early Cretaceous

Found in what is now northeastern China during the Early Cretaceous period, Sinosauropteryx is the first dinosaur outside of birds and their relatives to have a "furry" coat of simple filament-like feathers. The Sinosauropteryx is quite distinctive in appearance, as it sports a mohican style crest on its head, and racoon-like tail marked with alternating russet and white stripes. About 1 metre in length and weighing around 1 kilo, the dinosaur has short, muscular forearms and powerful claws, and feeds on small, fast-moving lizards and cockroach-like insects that are common to this period of the Cretaceous. It also feeds on sinobaatar and zhangheotherium, both small mammals of the time. While it is not known what preys on Sinosauropteryx, the dinosaur has a lot in common with Compsognathus, a dinosaur from the Jurassic period.

Awareness 3 Coordination 4 Ingenuity 1

Presence 2 Resolve 3 Strength 2

Speed: Fast

Size: Small

Maximum Threat: 6

Threshold: 3 (1-3 Flee, 4-6 Attack)

TRAITS:

- ☉ **Bite:** The bite of a Sinosauropteryx is surprising dangerous for such a small creature, and does

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Strength +1 damage (1/3/4).

- ☉ **Resist Poison:** Sinosauropteryx has a limited resistance to various poisons inflicted by certain creatures of the Cretaceous period. It receives a +4 bonus to the Strength + Resolve roll to resist the effects of the venom.

THREAT POWERS:

- ☉ **Pack Hunter (1 Threat):** Sinosauropteryx attack prey larger than themselves in packs, to maximise their odds. For every Sinosauropteryx after the first that joins the pack attack this round, they receive a +1 bonus to the attack.

SKILLS: Athletics 4, Fighting 3, Subterfuge 2, Survival 3

SPINOSAURUS

(Spine Lizard)

HOME PERIOD: Cretaceous

Spinosaurus is probably the largest theropod dinosaur ever to have lived, beating out even Tyrannosaurus Rex and Giganotosaurus. The creature's most distinctive feature is the sail that rises from its back supported by spines of bone. The sail is mostly used for courtship displays and intimidation. Spinosaurus spends equal amounts of time in and out of the water, though it is primarily a land-based creature.

Spinosaurus is an opportunistic predator, mainly preying on fish, but happy to kill and eat anything that crosses its path. The creature is extremely territorial, and will hunt down and kill anything that enters its territory. Unfortunately for most creatures Spinosaurus is quick to stake out new territories and rarely takes the time to check if there are already residents.

Awareness 2 Coordination 2 Ingenuity 1

Presence 3 Resolve 4 Strength 16

Speed: Average **Size:** Huge

Maximum Threat: 20

Threshold: 8 (Always Attacks)

TRAITS:

- ☉ **Bite:** Spinosaurus' massive bite inflicts

Strength +2 damage (9/18/27).

- ☉ **Fear Factor 2:** +4 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.
- ☉ **Armour 3:** Reduce all damage by 3.
- ☉ **Aggressive:** Reduced Threat Threshold.
- ☉ **Territorial:** Spinosaurus always hunts a creature invading its territory and will not stop unless faced with a bigger threat or killed. It gains 1 Threat in any Action Round when a creature is in its territory.
- ☉ **Roar:** When Spinosaurus makes a display of aggression, it generates two extra Threat.

THREAT POWERS:

- ☉ **Snap! (4 Threat):** Spinosaurus makes an additional bite attack this round.
- ☉ **Gulp! (6 Threat):** Spinosaurus swallows prey of Average size or lower in one gulp. Spinosaurus makes a standard Fighting roll to swallow its target. This horrible attack automatically kills the target.

SKILLS: Athletics 3 (Rending 5), Fighting 4, Survival 4

STEGOSAURUS

(Roof Lizard)

HOME PERIOD: Late Jurassic

Stegosaurus is a heavily built dinosaur with a back protected by twin rows of kite-shaped bony plates. It has a small head, a humped back, and a tail with long spikes that it carries high in the air. Stegosaurus measures about 12 meters long and weighs roughly 5 metric tons.

Stegosaurus has a remarkably small brain for a dinosaur and relies on its impressive tail spikes rather than cunning to keep it alive. The creature is quite nimble for its size, capable of using its spiked tail to terrible effect. Stegosaurus is a grazer and usually feeds on mosses and ferns common to the Jurassic period. Stegosaurus prefers the company of others of its kind, travelling in herds whenever possible.

Awareness 1 Coordination 3 Ingenuity 1

Presence 3 Resolve 3 Strength 14

Speed: Slow **Size:** Huge

Maximum Threat: 12

Threshold: 6 (1-2 Attack, 3-4 Bellow Warning, 5-6

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Flee)

TRAITS:

- ☛ **Armour 3:** Reduce all damage by 3.
- ☛ **Tail Slap:** Stegosaur lashes out with its powerful spiked tail causing Strength damage (7/14/21).
- ☛ **Herd Mentality:** Stegosaurus is a herd animal and becomes agitated when not with others of its kind. Reduce Threat Threshold by 2 when not in a herd.

THREAT POWERS:

- ☛ **Bellow Warning (2 Threat):** Stegosaurus bellows a warning, increasing the Threat of all the other Stegosaurus in the herd by 1d6.
- ☛ **Tail Flail (3 Threat):** Stegosaurus flails its tail wildly, making a single attack on everything behind or beside it. Anyone struck takes Strength/2 damage (4/7/11).

SKILLS: Athletics 2, Fighting 2, Survival 2

THESCÉLOSOSAURUS

(Wonderful Lizard)

HOME PERIOD: Late Cretaceous

Thescelosaurus is a small ornithomimid dinosaur that can be found in the Late Cretaceous period in North America. A member of the last dinosaurian fauna before the Cretaceous-Tertiary extinction event around 65 million years ago, this bipedal herbivore grew to around 2.5 to 4 metres in length and weighing around 225 kilos. It has sturdy hind limbs, small wide hands, and a head with a pointed, elongated snout (almost like a beak), and has bones above its eyes that give it large, bony eyebrows. The dinosaur has two sets of teeth, small pointed teeth and leaf-shaped teeth. Thescelosaurus has five fingers per hand, and four toes per foot, each toe ending in a shape similar to a hoof. The dinosaur's tail has ossified tendons that slowly turn to bone on the back half of the tail, rendering it stiff. Not a tall dinosaur, it grazes the ground selectively to find food. Furthermore, Thescelosaurus's leg structure and relatively heavy build make it a relatively slow moving dinosaur.

Awareness 3 Coordination 2 Ingenuity 1



Presence 3 Resolve 2 Strength 9

Speed: Slow **Size:** Big
Maximum Threat: 8
Threshold: 4 (1-2 Attack, 3-6 Flee)

TRAITS:

- ☛ **Bite:** The bite of the Thescelosaurus does Strength -3 damage (3/6/9).
- ☛ **Fear Factor 1:** The sheer size of this ornithomimid is enough to intimidate some animals as well as humans. +2 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.

THREAT POWERS:

- ☛ **Trample (3 Threat):** While the Thescelosaurus is not all that fast, it can be irked and frightened to the point where it makes a trampling attack, inflicting Strength +1 damage (5/10/15) to any character it successfully runs over.

SKILLS: Athletics 1, Fighting 2, Survival 2

TENONTOSAURUS

(Sinew Lizard)

HOME PERIOD: Middle Cretaceous

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Tenontosaurus is a medium- to large-sized ornithomimid that dwells in the Middle Cretaceous period, roughly some 115 to 108 million years ago, in the areas now known as Montana and Wyoming. About 6.5 to 8 metres long, some 3 metres high, and weighing around 1 to 2 tonnes, the creature has an unusually long, broad tail (about two-thirds of the body length) stiffened by “ossified tendons”, i.e., tendons that have turned to bone. This aids the dinosaur in supporting its weight across the hips. These ossified tendons can also be found across the Tenontosaurus’ back and hips. While it does most of its walking on its back legs, it also has very strong front legs with short, wide front feet thus allowing it to walk quadrupedally so as to browse on low vegetation. Leaves, wood, and fruit form most of its diet.

Tenontosaurus has a long, flexible neck, but has no front teeth. Instead, it has a horny beak for biting off plants, with rows of tightly fitted teeth that grind up tougher plant matter. At the time that Tenontosaurus lived, its greatest predator was likely Deinonychus (see *Primeval RPG* page 181). Given the sheer size difference between the two, it is likely that the raptor hunts Tenontosaurus in packs.

Awareness 2 Coordination 3 Ingenuity 1
Presence 2 Resolve 3 Strength 14

Speed: Average **Size:** Huge

Maximum Threat: 6

Threshold: 3 (1-2 Flee, 3-5 Grunt Warning, 6 Attack)

TRAITS:

☼ **Armour 3:** The ossified tendons of the Tenontosaurus offers the creature some protection, giving 3 points of Armour.

☼ **Beak:** The beak attack of the Tenontosaurus is quite strong, but not for a creature its size, inflicting Strength -4 damage (5/10/15).

THREAT POWERS:

☼ **Warning (2 Threat):** When threatened, the Tenontosaurus makes a harsh grunting sound that serves to alert the other ornithomimids to danger, thus giving them a bonus of 1d6 Threat.

☼ **Tail Swipe (2 Threat):** Tenontosaurus makes an attack that inflicts $\frac{1}{2}$ Strength damage (3/7/10), but can attack any number of targets as long as they’re all within a few meters of each other. Anyone hit by the tail swipe is knocked over.

SKILLS: Athletics 3, Fighting 2, Survival 3

TITANOBOA

(Titanic Boa)

HOME PERIOD: Palaeocene

Titanoboa is the largest snake ever to live measuring up to 15 meters in length and 1 meter thick. Titanoboa stays in tropical areas with temperatures below 30 degrees Celsius making it uncomfortable. If trapped in a colder location, Titanoboa will immediately seek out some source of heat. This massive snake attacks by wrapping itself around its prey and crushing it to death.

Titanoboa is comfortable in warm water and proto-crocodiles are one of its favourite meals though it will happily devour a man whole as a snack. Titanoboa is surprisingly stealthy for

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its size, lurking patiently in wait until something edible happens along.

Awareness 3 Coordination 3 Ingenuity 1

Presence 2 Resolve 3 Strength 16

Speed: Average **Size:** Huge

Maximum Threat: 12

Threshold: 6 (Attack 1-3 Flee 4-6)

TRAITS:

- ☛ **Bite:** Titanoboa bites a target inflicting Strength damage (8/16/24).
- ☛ **Armour 3:** Reduce all damage suffered by 3.
- ☛ **Cold Hater:** Cold will drive Titanoboa back, reducing its Threat by 1d6. A CO₂ fire extinguisher or some other source of extreme cold can be used as a weapon against the monster.

THREAT POWERS:

- ☛ **Grab (3 Threat):** The Titanoboa must make a successful Bite attack to grab hold. If successful, it clamps down with its jaws, holding the victim in place. Breaking free of a grab means overpowering Titanoboa in a contest of Strength + Athletics or Coordination + Subterfuge.
- ☛ **Constricting Coils (3 Threat):** This power can only be used on a victim who is already Grabbed. The snake wraps its sinuous coils around its prey, inflicting damage equal to half its Strength every round. Escaping requires defeating Titanoboa in a contest of Strength + Athletics (you can't slip out using Coordination). Once the python has a victim in its coils, it inflicts damage every turn without needing to spend more Threat. It can only constrict one victim at a time.

SKILLS: Athletics 3, Fighting 4, Survival 3, Subterfuge 4

THEROCEPHALIAN

(Beast Head)

HOME PERIOD: Late Permian

This particular Therocephalian is Euchambersia, a predator that roams South Africa over 250 million years ago. The creature is a carnivorous quadruped armed with a poisonous bite that paralyzes instantly and kills in minutes. Euchambersia are pack animals and quite social, they adapt quickly and display little or no fear of man. The creature is distantly related to mammals and bears whiskers on its face.

Euchambersia, while living in groups, prefers to hunt alone. The creature's toxin is incredibly potent and can bring down all, but the most powerful prey with little risk to the hunter. Due to the power of its toxin Euchambersia is a very self-assured creature and hard to provoke into attack unless hungry. The creature is innately curious and can accidentally end up trapping itself in small spaces.

Awareness 3 Coordination 4 Ingenuity 1

Presence 2 Resolve 2 Strength 6

Speed: Average

Size: Big

Maximum Threat: 8

Threshold: 6 (1-3 Attack, 4-6 Observe)

TRAITS:

- ☛ **Bite:** Euchambersia's bite inflicts Strength damage (3/6/9).
- ☛ **Armour 1:** Reduce all damage by 1.
- ☛ **Self Assured:** Increased Threat Threshold.
- ☛ **Observe:** The Therocephalian rears back its head and watches. If attacked, it attacks back, and counts as a Fast creature for its first round of combat.

THREAT POWERS:

- ☛ **Toxic Bite (2 Threat):** Euchambersia's toxin is quite potent causing 6 damage with a difficulty of 20 to resist.

SKILLS: Athletics 4, Fighting 3, Survival 3, Subterfuge 1

THYLACOLEO CARNIFEX

(Marsupial Lion)

HOME PERIOD: Pleistocene

The Thylacoleo Carnifex is the largest meat-eating mammal known to have existed in what is now Australia, and one of the largest marsupial carnivores in the world. Members of the Thylacoleo family ranged from the size of house cats up to that of African lions, and Thylacoleo Carnifex is on the larger size, being the largest of the family members; they are approximately 160 centimetres from head to tail, stand 75 centimetres at the shoulder, and have a mass between 130 and 160 kilos. This creature is extremely robust with powerful jaws and very strong forelimbs. Its retractable claws are quite suited to grabbing prey and climbing trees. They are typically found in semi-arid open scrub and woodland punctuated with waterholes and watercourses.

Thylacoleo Carnifex has the large incisors typical of cats its size, but also retains huge, blade-like carnassial pre-

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molars that work together like shears for slicing through bone or cutting off large chunks of the carcass. While not a particularly fast runner, Thylacoleo Carnifex is an ambush predator, either sneaking up and then leaping out at its prey or dropping down on it from overhead tree branches. Its main prey species are Hippopotamus-sized creatures like Diprotodon, the giant kangaroos such as Sthenurus and Procoptodon, and the giant wallabies and wombats of the time.

Awareness 3 Coordination 4 Ingenuity 1

Presence 3 Resolve 3 Strength 6

Speed: Fast **Size:** Average

Maximum Threat: 14

Threshold: 5 (1-5 Attack, 6 Flee)

TRAITS:

- ⊗ **Aggressive:** Reduced Threat Threshold.
- ⊗ **Bite:** The powerful bite of Thylacoleo Carnifex inflicts Strength +2 damage (4/8/12).
- ⊗ **Claws:** The dangerous claws of Thylacoleo Carnifex inflict Strength +1 raking and gouging damage (4/7/11).
- ⊗ **Fear Factor 2:** +4 to rolls when intimidating its prey, and humans need to make a Fear check when they first meet the monster.
- ⊗ **Lurker:** Thylacoleo Carnifex lies in wait for its prey. It makes a Coordination + Subterfuge roll versus the victim's Awareness + Survival, and if successful, gains 1/2/4 Threat.

THREAT POWERS:

- ⊗ **Prowl and Pounce (1 Threat):** Thylacoleo Carnifex that sneaks to within 3 metres of its prey or that drops on them from the trees can use its Pin and Bite Threat ability (if they have Threat left) with a bonus of +4 to their Fighting roll.
- ⊗ **Pin and Bite (3 Threat):** When Thylacoleo Carnifex leaps onto an enemy and clings to them with its claws, it inflicts claw damage (4/7/11) on a successful Fighting roll. For every round that it hangs on it inflicts the minimum claw damage, and gets to make a Bite attack as well. The target suffers a -4 penalty to all actions while the creature clings to it, and knocking the beast off requires a successful Fighting or Athletics contest.

SKILLS: Athletics 3 (Climbing 5), Fighting 4, Subterfuge 3, Survival 3



TREE CREEPER

(Unknown Arboreal Raptor)

HOME PERIOD: Cretaceous

The Tree Creeper is a breed of dinosaur previously unknown to science. The creature seems to be related to raptors and makes its home in the treetops of the Cretaceous period. The Tree Creeper is fond of high vantage points and travels in packs or family groups; often howling to its companions in what might be some form of language.

The creature has a raptor-like head, a hybrid reptile-humanoid body, and a muscular tail. The Tree Creeper may represent a final step in the evolution of the dinosaurs, showing increased intelligence and possible language skills. Presumably this evolution is cut short by the K-T extinction event.

Awareness 2 Coordination 4 Ingenuity 1

Presence 2 Resolve 3 Strength 8

Speed: Average

Size: Big

Maximum Threat: 8

Threshold: 4 (1-3 Attack, 4 Flee, 5-6 Observe)

TRAITS:

- ⊗ **Bite:** The Tree Creeper's vicious bite inflicts Strength +2 damage (5/10/15).
- ⊗ **Camouflage:** Tree Creepers are difficult to spot in the foliage trees gaining +2 to Subterfuge checks in this terrain.
- ⊗ **Armour 2:** Reduce all damage by 2.

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- ❖ **Roar:** When the Tree Creeper makes an aggressive display, it gains 2 extra Threat.
- ❖ **Observe:** The Tree Creeper freezes in place and watches. If attacked, it attacks back, and counts as a Fast creature for its first round of combat.

THREAT POWERS:

- ❖ **Snap! (2 Threat):** The Tree Creeper makes an additional bite attack this round.
- ❖ **Gotcha! (3 Threat):** The Tree Creeper uses its serpentine tail to grapple a target. The Tree Creeper must make a successful Fighting attack to grab on, and in every subsequent round, it automatically inflicts the lower end of its Bite damage on the victim.

SKILLS: Athletics 4 (Jumping 6), Fighting 4, Survival 3, Subterfuge 3

TRICERATOPS

(Three-Horned Face)

HOME PERIOD: Late Cretaceous Period

Triceratops is a herbivorous quadruped dinosaur weighing up to 12 tonnes. Triceratops is most famous for its broad crest, beaked mouth, and triple horns. The massive creature uses its horns and crest primarily for mating displays, but they also serve as potent defensive weapons, making life very difficult for potential predators like Tyrannosaurus Rex. Like the modern rhinoceros, Triceratops does not hesitate to charge when confronted with danger.

Triceratops is mostly found roaming the plains that would later be North America and Canada. The creature is highly protective of its young, and attacks any potential threat

until convinced it is dead.

Awareness 3 Coordination 2 Ingenuity 1

Presence 3 Resolve 3 Strength 14

Speed: Average

Size: Huge

Maximum Threat: 10

Threshold: 5 (1-2 Attack, 4-6 Flee)

TRAITS:

- ❖ **Armour 4:** Reduce all damage by 4.
- ❖ **Protective:** If a Triceratops calf is nearby, then Triceratops' Threshold drops to 3, and it automatically attacks instead of fleeing.

THREAT POWERS:

- ❖ **Charge (3 Threat):** Triceratops charges a single target, incidentally trampling and goring anyone of smaller size that it is in its path. It makes one attack on everyone in its path; if it hits, it inflicts Strength damage on most of them, and Strength +4 (10/18/26) damage on the unfortunate target.
- ❖ **Gore (1 Threat):** Triceratops gores a single target with its horns, inflicting Strength damage (7/14/21).

SKILLS: Athletics 3, Fighting 2, Survival 3

WOOLLY RHINO

“Coelodonta Antiquitatis”

HOME PERIOD: Late Pleistocene

The Woolly Rhino roams the northern reaches of Eurasia up until 10,000 years ago. At 4 meters in length and 2-3 tons in weight the creature is an impressive sight. The Woolly Rhino gets its name from the thick coat of hair that covers its body, protecting it from the cold of the tundra it calls home. The creature is usually solitary, except when travelling with its young or migrating during the seasons.

Woolly Rhino horns grow to about a meter in length and are used both as defences and in attracting mates. These mighty beasts are herbivores and eat almost constantly to keep up their strength.

Awareness 2 Coordination 2 Ingenuity 1

Presence 4 Resolve 4 Strength 14

Speed: Average

Size: Huge

Maximum Threat: 12

Threshold: 8 (1-3 Attack, 4-6 Flee)

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TRAITS:

- ❁ **Slash:** The Woolly Rhino swings its horn swatting a target and inflicting Strength damage (7/14/21).
- ❁ **Armour 3:** Reduce all damage suffered by 3.
- ❁ **Passive:** The Woolly Rhino's Threshold is 2 higher than normal.

THREAT POWERS:

- ❁ **Charge (3 Threat):** The Woolly Rhino charges a target, trampling anyone and anything in its path. It makes one attack on everyone it runs over; if it hits, it inflicts Strength damage (7/14/21) on most of them, and can make an Impale attack against its target.
- ❁ **Impale (2 Threat):** The Woolly Rhino can impale enemies with its horn. An impale attack inflicts Strength+2 damage (9/18/27).
- ❁ **Trample (3 Threat):** The Woolly Rhino walks over smaller creatures. It inflicts Strength damage (7/14/21) on all creatures that it runs over. Characters can dodge a trample attack with a successful Coordination + Athletics.

SKILLS: Athletics 3, Fighting 3, Survival 4

THRINAXODON

(Trident Tooth)

HOME PERIOD: Early Triassic

Thrinaxodon is an early mammal ancestor, bridging the gap between reptile and mammal. This small (30cm), fur-covered creature lives in burrows near water, and is carnivorous, eating small animals, fish, and insects. Thrinaxodon appears quite cute to modern eyes, but will defend its burrows with a savage intensity.

The creature has an eye for shiny objects and may bring any it finds back to its burrow for "safekeeping". Thrinaxodon is a fast breeder and without natural predators can quickly overrun an area. The tiny animal forms colonies for protection, and is capable of warning of predators and natural disasters such as flooding.

Awareness 3 Coordination 3 Ingenuity 1

Presence 1

Resolve 2

Strength 2

Speed: Fast **Size:** Small

Maximum Threat: 4

Threshold: 2 (Flee with Burst of Speed or Burrow, as appropriate)

TRAITS:

- ❁ **Bite:** Thrinaxodon's razor sharp teeth inflict Strength +1 damage.

THREAT POWERS:

- ❁ **Burrow (1 Threat):** Thrinaxodon can swiftly burrow into sand, soil, or even drywall. Spending Threat lets the Thrinaxodon dig a hole big enough to hide inside in one Action Round.
- ❁ **Burst of Speed (1 Threat):** Thrinaxodon darts away, getting a +4 bonus to any Athletics checks and moving four extra Areas in this Action Round.

SKILLS: Athletics 3 (Running 5), Fighting 1, Survival 2, Subterfuge 2 (Hiding 4)

SILURIAN SLIME

(Previously Unknown Colony Creature)

HOME PERIOD: Silurian

Silurian Slime appears as a transparent mucus-like substance that is capable of slow oozing movement. The slime lives on the shores of shallow oceans where it lies almost invisible until some creature stands on it, at which point it rapidly coats the creature and secretes a strong digestive enzyme which also serves as a powerful numbing agent. The primitive creatures of the Silurian period rarely realise they are being digested alive until it was too late.

In the modern day, the Silurian slime (in reality a colony of amoeba-like creatures) can devour or hideously injure dozing sunbathers while they soak up the sun's rays. Water pipes become pathways to homes, which when invaded by Silurian Slime means that sleeping in the bath is right out, and en-suite bedrooms can be doorways to death.

Awareness 1 Coordination 1 Ingenuity 1

Presence 1

Resolve 5

Strength 1

Speed: Slow **Size:** Small

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Maximum Threat: 4
Threshold: 2 (Always Attack)

TRAITS:

- ☛ **Digestive Juices:** The Silurian Slime's digestive juices eat through flesh causing Strength damage per round (0/1/2). This can be resisted with Strength.
- ☛ **Amphibious:** This creature is equally at home on land or sea.
- ☛ **Camouflage:** This creature is almost invisible, gaining a +4 on Subterfuge rolls.
- ☛ **Lurker:** The slime sneaks up on its prey. It can make a Coordination + Subterfuge roll versus the victim's Awareness + Survival. If successful, it gains 1/2/4 Threat.

THREAT POWERS:

- ☛ **Anaesthetic Touch (2 Threat):** The touch of Silurian Slime anaesthetises any body part it touches allowing it to feed in peace. If the Slime either hits a target in combat, or (more likely) sneaks up on a victim, it can spend 2 Threat to numb the victim's body. In combat, this attack deals 2/4/6 damage to Coordination and Awareness; out of combat, the victim is temporarily paralysed and does not notice the slime's presence for 1d6 rounds. The slime can then attack using its Digestive Juices without being detected.

SKILLS: Athletics 1, Fighting 1, Survival 2, Subterfuge 4

MODERN-DAY ANIMALS

GUARD DOG

(Canis Lupus Familiaris)

HOME PERIOD: Present Day

This is a big guard dog, like a Doberman or a Rottweiler. If you're lucky, it's been trained to pin you down and stand over you, growling and drooling on your face, until help arrives. If you're unlucky, it wants to rip your arm off and eat it. Good luck!

A smaller pet dog would have much lower Strength and Resolve attributes, but even a toy chihuahua can be vicious under the wrong circumstances.

Awareness 3 Coordination 3 Ingenuity 1

Presence 2 Resolve 4 Strength 4

Speed: Average **Size:** Average
Maximum Threat: 8
Threshold: 2, 4 or 6 (varies based on training)

TRAITS:

- ☛ **Bite:** A dog's bite does Strength +1 damage (3/5/8).
- ☛ **Growl:** If a dog makes a Threat Display, it gains one extra Threat by growling.
- ☛ **Domesticated:** Dogs and humans have lived side-by-side for thousands of years. Any attempts to use Animal Handling on a dog have a +2 bonus. Dogs can also be given the Placid (+2 Threat Threshold) or Aggressive (-2 Threat Threshold) through training.

THREAT POWERS:

- ☛ **Takedown (2 Threat):** The dog throws itself on an enemy, or grabs an ankle and pulls. The dog and its target must roll a contest of Strength + Fighting, and the dog gets a +4 bonus. If the dog wins, the target takes Strength damage (2/4/6) and is dragged to the ground. This power can only be used on Average or smaller creatures.



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SKILLS: Athletics 2, Fighting 3, Survival 2, Subterfuge 1

HORSE

(*Equus ferus caballus*)

HOME PERIOD: Present Day

There are many different breeds of horse, some best suited for riding, others for heavy farm work. The statistics below describe a common riding horse. Like dogs, horses were domesticated by humanity thousands of years ago (probably 3,500 years ago in the case of the horse).

Awareness 3 Coordination 3 Ingenuity 1

Presence 2 Resolve 2 Strength 6

Speed: Average

Size: Big

Maximum Threat: 6

Threshold: 4 (1-5 Flee, 6 Attack)

TRAITS:

- **Domesticated:** Horses and humans have lived side-by-side for thousands of years. Any attempts to use Animal Handling on a horse have a +2 bonus. Horses can also be given the Placid (+2 Threat Threshold) or Aggressive (-2 Threat Threshold) through training.
- **Mount:** A character riding a horse can direct the movement of a horse. He can also make a

Presence + Animal Training roll (Difficulty 12) to give the horse 1/2/4 Threat or to activate any of its Threat Powers.

THREAT POWERS:

- **Kick (1 Threat):** The horse rears up and kicks with a foreleg, or kicks out with a hindleg. This attack deals Strength damage (3/6/9).
- **Burst of Speed (1 Threat):** The horse gets a +4 bonus to Athletics rolls this Action Round.
- **Trample (3 Threat):** The horse can trample over smaller creatures than itself. It inflicts Strength + 2 damage (4/8/12) damage on all creatures that it runs over. Characters can dodge the Trample attack with a successful Coordination + Athletics roll (Difficulty 12).

SKILLS: Athletics 3, Fighting 1, Survival 1

VENOMOUS SNAKE

(*Naja Haje*)

HOME PERIOD: Present Day

Snakes... why did it have to be snakes? This particular example is an Egyptian Cobra, but you can use the same statistics for any small, poisonous serpent.

Awareness 3 Coordination 3 Ingenuity 1

Presence 2 Resolve 2 Strength 3

Speed: Average

Size: Small

Maximum Threat: 6

Threshold: 3 (1-4 Observe, 5-6 Attack)

TRAITS:

- **Nocturnal:** These snakes are naturally nocturnal. The creature prefers to hunt and forage at night. During the day, it suffers a -2 penalty to its Awareness and its speed drops to Slow. It also gains the Aggressive Trait, dropping its Threat Threshold to 1.
- **Observe:** The snake rears back and watches. If attacked, it attacks back, acting at Fast speed.



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THREAT POWERS:

- ☛ **Venomous Bite (1 Threat):** The snake injects poison when it bites. This poison does 4 damage, and has a resistance Difficulty of 15.

SKILLS: Athletics 1, Fighting 3, Survival 2, Subterfuge 3

RAT SWARM

Rattus Norvegicus

HOME PERIOD: Present Day

The common brown rat is harmless on its own, but if you stick enough rats in one place, and give them a reason to panic (like a nearby predator), they can be dangerous.

Awareness 3 Coordination 2 Ingenuity 1

Presence 1 Resolve 2 Strength 1

Speed: Average **Size:** Tiny

Maximum Threat: 4 for a lone rat, 12 for a Swarm

Threshold: 2 (Always Hide; Swarm: 1-4 Flee, 5-6 Attack)

TRAITS:

- ☛ **Bite:** A rat's bite deals Strength (0/1/2) damage.
- ☛ **Swarm!:** If there's more than a dozen rats present, treat them as a Swarm.

SKILLS: Athletics 1, Fighting 2, Survival 2, Subterfuge 3

HUMANS

CRO-MAGNON MAN

(European Early Modern Humans)

HOME PERIOD: Upper Palaeolithic

Cro-Magnons are the first of the early modern humans. Cro-Magnons have heavy musculature and solid bones. They have straight, tall foreheads, prominent chins, and brow ridges. Cro-Magnons are very long-limbed and adults can reach 1.9m in height.

Cro-Magnons form communities, use tools and decoration, cook their food, and bury their dead. The Cro-Magnons have technology for weaving clothes and are known to produce cave art. A typical Cro-Magnon community may live in caves, or build shelters of rocks, clay, branches, or animal hides.

These early humans share Europe with the Neanderthals and there is some debate as to the nature of the relationship

between the two races. It is unsure if the Cro-Magnons exterminate the Neanderthals by warfare, out-breed them, or simply assimilate them. It is likely that there is at least some peaceful cooperation between the two groups.

Awareness 4 Coordination 3 Ingenuity 2

Presence 2 Resolve 5 Strength 4

TRAITS:

- ☛ **Tough (Major Good Trait):** Reduces all damage suffered by 3.
- ☛ **Keen Senses (Major Good Trait):** +2 to Awareness.
- ☛ **Impoverished (Minor Bad Trait):** Half-starved and desperate.

SKILLS: Animal Handling 1, Athletics 4, Convince 2, Craft 3, Fighting 3, Marksman 2, Medicine 1, Subterfuge 2, Survival 4

EQUIPMENT: Furs (Armour 1), stone spear (Strength +2 damage (3/6/9)).

NEANDERTHAL MAN

(Homo Sapiens Neanderthalensis)

HOME PERIOD: Pleistocene to Upper Palaeolithic

Neanderthals exist across Europe and Asia over a time span of approximately 100,000 years. Neanderthals stand about 1.68m tall and are heavily built with stocky limbs and barrel chests. They are stronger than their Cro-Magnon neighbours and have adaptations that allow them to survive in colder conditions. However, Neanderthals are slower-moving than Cro-Magnons and require more energy to survive, which may lead to their eventual decline.

Neanderthals use simple tools and cook their food. These early humans live in groups and use language. Neanderthals reach physical maturity a lot faster than Cro-Magnons and their children can be productive members of the community in half the time.

Awareness 3 Coordination 3 Ingenuity 2

Presence 2 Resolve 4 Strength 5

TRAITS:

- ☛ **Tough (Major Good Trait):** Reduce all damage suffered by 3.
- ☛ **Keen Senses (Major Good Trait):** +2 to Awareness.

SKILLS: Animal Handling 1, Athletics 3, Convince 2, Craft 3, Fighting 4, Medicine 1, Subterfuge 2, Survival 4

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EQUIPMENT: Hides (Armour 1), stone club or axe (Strength +2 damage (5/7/10)). Note that Neanderthals rarely throw spears or axes since their joints are unsuited to the required movement.

POLICE OFFICER

This is a modern day police officer, totally out of his depth with giant monsters and holes in time. When things get strange, the police officer's primary concern is getting the public out of harm's way. Police officers may have additional specialist training in operating vehicles, criminology, marksmanship, or social skills.

Awareness 4 Coordination 3 Ingenuity 2

Presence 2 Resolve 3 Strength 3

TRAITS:

- ☼ **Authority (Minor Good Trait):** Policemen are in a position of authority and power.

☼ **Backup (Minor Good Trait):** Help is usually only a radio call away

SKILLS:

Animal Handling 1, Athletics 3, Fighting 3, Knowledge 1, Marksman 2, Medicine 2, Science 1, Subterfuge 2, Technology 2, Transport 3

EQUIPMENT: Stab vest (Armour 3), taser, pepper spray, radio, and baton (Strength +2 damage (3/5/7)).

WWII FIGHTER PILOT

One minute he was over Dover with a Spitfire in his sights,

the next he's flying through open skies in his ME109 with no sign of the bombers he was supposed to be defending. This poor German farmer turned fighter pilot is hopelessly confused, his radio isn't working, he's running low on fuel, and to top it all off some giant bird is trying to eat his plane.

Awareness 3 Coordination 4 Ingenuity 2

Presence 2 Resolve 3 Strength 3

TRAITS:

- ☼ **Keen Sense (Minor Good Trait):** +2 to Awareness checks involving vision

SKILLS: Animal Handling 1, Athletics 1, Fighting 2, Knowledge 1, Marksman 3, Medicine 1, Science 1, Subterfuge 1, Technology 2, Transport 4

EQUIPMENT: Pistol (2/4/6), Aircraft (ME109).

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MESSAGE IN AN ANOMALY



Anomalies are unpredictable, tricky things, but there are patterns to their behaviour. In this case, the Anomaly repeats every few years. It lies dormant for decades, then opens and closes infrequently over the course of several days before dropping back into inactivity.

There's another quirk to this Anomaly. The far end is juddering about in time. It connects to a point in the Cretaceous period, millions of years ago... give or take a few decades. Each time the Anomaly opens, the far end is roughly around the same period, but is always a few years off the last opening.

The first time the Anomaly opens, the characters have to deal with a swarm of Utahraptors in a swanky hotel. While fending off the last of the creatures, the characters find a strange message. It reads, simply, *HELP ME*.

A spot of research shows that there have been Anomalies on this site before – twenty years ago, and a century before that, and in the Middle Ages. During the last incident, a man named **Stephen Warwick** vanished. Could he have survived all this time?

As the characters are investigating, they run into a local journalist, **Kate Warwick**. It was her father who vanished all those years ago. James Lester refuses to countenance mounting a rescue expedition.

The Anomaly opens again, and Kate Warwick ends up going through the Anomaly. The characters realise they're chasing the wrong Warwick. They've got to be ready when the Anomaly opens for the third and final time.

Crossing over with all of this is an added problem. Twenty years ago, Stephen Warwick interrupted a quarrel between

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the two heirs to the Fairfax family fortune. Miriam Fairfax took control of the family company from her unstable brother Andrew. Furious, Andrew broke into the hotel room and confronted Miriam. They struggled, Warwick came in to investigate, and the Anomaly opened and dragged both Warwick and Andrew Fairfax into the past... along with Andrew's documents that prove his sister stole the company from him!

Miriam can't afford to let those documents reach the present day...

1. ANOMALY DETECTED

The Coburg Hotel is one of England's grand old hotels. Built more than 300 years ago, it's been expanded over the decades, swallowing nearby buildings to add more wings and ballrooms. It's a fiercely old-fashioned place, a lost world where people still dress for dinner. The previous owners of the Coburg ran up huge debts, and a Saudi businessman bought the hotel in 2007. He ordered that the hotel be renovated and brought up to date, preserving the baroque architecture and old-world charm of the hotel, but adding modern amenities and fixing the hotel's infamously faulty electrical wiring. Parts of the Coburg hotel are currently closed. Heavy dust-covers cloak oak-panelled walls, and expert builders carefully fill cracks in the ornate ceiling.

Then, in an upstairs bedroom, an impossible unseen wind whips the curtains. Crackling tendrils of static electricity dance between the iron bedstand and the lamp on the wall. The lights flare and flicker – and an Anomaly opens right in the middle of the room.

GETTING THE CHARACTERS INVOLVED

The new Anomaly shows up brightly on an Anomaly Detector. According to the readings, it is both stable and long-lived. This Anomaly might stay around for several days, making it virtually certain that something will come through. It definitely warrants investigation.

If the characters are part of the Anomaly Research Centre or some other officially sanctioned group, then they can either spot the Anomaly on their detector, or be notified by the police of the strange goings-on at the Coburg. If the characters are part

EVENTS IN THE SCENARIO

THE BEGINNING:

- **ANOMALY DETECTED:** An Anomaly is found in an upmarket hotel.
- **RAPTORS IN THE BALLROOM:** The characters contain the situation...
- **THE MESSAGE:** ...but just before the Anomaly closes, a note comes through, saying 'HELP ME'.

THE MIDDLE:

- **INVESTIGATIONS:** They look into the history of the site, and find that the Anomaly opened here before, and may be connected to the disappearance of Stephen Warwick and the attack on Miriam Fairfax.
- **KATE WARWICK:** They speak to Warwick's daughter, who wants to clear her father's name.
- **MIRIAM FAIRFAX:** They interview Miriam Fairfax, the millionaire businesswoman, who's trying to conceal what really happened that night.
- **THE DETECTIVE:** As an optional complication, Miriam Fairfax hires a detective to shadow the player characters.
- **ANOMALY TWO:** The Anomaly opens again, ideally bringing Kate into the past.

THE END:

- **THE TRUTH:** The characters work out that there are people stuck in the past.
- **RESCUE MISSION:** They plan a rescue mission.
- **ANOMALY THREE:** They head through the Anomaly on a rescue mission...

of some other group, like the Village, then maybe the Coburg Hotel is close to their area of operation, or some friend or family member works at the hotel. Alternatively, the past history of the hotel (see page 83) might attract the investigators' attention.

GETTING IN

The manager of the hotel is a Mr. Jerome Bellingham; he's snooty and unimpressed with grubby armed palaeontologists tramping around his premises. He doesn't know about the dinosaurs in the east wing – his staff mentioned seeing some unusual rats, but

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the older parts of the hotel are riddled with vermin, and part of the refurbishment involves lots of extermination. As far as he's concerned, it is an internal matter for the hotel to deal with.

The characters need to either bluff or bluster their way past with a **Presence + Convince** roll (Difficulty 12 – if the characters fail, then Bellingham won't let them in until people start dying). Part of the hotel is closed for refurbishment; that's where the Anomaly opened. Still, the characters may wish to have the guests evacuated.

The Coburg – the parts of it that are open and in use anyway – is very, very fancy indeed. Plush carpets, 19th century décor, marble statues, oil paintings, and the like. There's even a dinosaur – a wall-mounted fossil bone given to the hotel by Richard Owen, one of the first palaeontologists. The hotel also has an excellent security system (**Coordination + Subterfuge**, Difficulty 18) if the characters try sneaking in.

Right now, the hotel is relatively quiet, but a sign in the lobby advertises a dinner reception for a local Law Society the evening of the player characters' arrival.

2. RAPTORS IN THE BALLROOM

Once the characters talk/bluff/sneak their way past Bellingham, they can head into the east wing. Any handheld Anomaly Detectors pick up on the Anomaly's radio emissions coming from this area; asking the staff also points the characters in this direction, as some of the workers saw the unusual mice over in the east wing.



In true **Primeval** fashion, it's time for the monster hunt through narrow corridors. In this case, it's a nice hotel corridor. Some sections are being redecorated, so there are plenty of dust sheets for creatures to hide behind. The upper stories of the east wing are like something out of a haunted house, with flapping white sheets, paintings whose eyes seem to follow you, and big crystal chandeliers that cast spooky flickering light when the sun catches them. The air is thick with dust (and probably asbestos). Build up the tension as the group explore the corridors; a cruel Gamemaster might even drop some Threat tokens on the table as the characters get closer to the Alphadons.

THE ALPHADONS

The first creatures encountered by the group are harmless Alphadons. They're small, primitive marsupials about 30cm long. A successful **Awareness + Survival** roll (Difficulty 12) spots the little beasts in the corridor. Otherwise, the first sign of the Alphadons is when the characters hear a shriek from downstairs. The characters can choose to split up, or they can all go to investigate the shriek, or they can continue to follow the signs to the Anomaly.

Downstairs is a small kitchen in the basement of the east wing where supplies for the evening's dinner reception are stored. One of the staff just opened the door of a walk-in refrigerator, and the Alphadons smelled the delicious scent of rich paté wafting into the corridor. The animals charge in, startling the staff member. From the volume of his scream, you would think that he was being devoured whole by a T. rex, instead of being menaced by rodents of unusual size.

Judging by the way the Alphadons are sniffing around the small trolley, they love paté.

Identifying an Alphadon requires an **Ingenuity + Science** (difficulty 18) roll to identify; the Difficulty drops by 6 if the characters catch one to examine it, or by 3 if they observe its diet or find out when it came from.

Catching an Alphadon calls for **Presence + Animal Handling** (Difficulty 15) to grab one, or else they can use the paté to lure the creatures into a trap.

THE RAPTOR

The main ballroom on the east wing is where the evening's dinner will take place. It is a magnificent function room, with high ceilings and magnificent tall windows that offer a fantastic view over the surrounding area. The tables and chairs are already in place, and linen carts packed with white tablecloths wait by the walls. Everything is in place

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for a magical high-society soirée.

The wounded raptor in the middle of the room is an odd choice for a centrepiece, though.

The beast is an Utahraptor (see page 201 of the **Primeval** rulebook), and it is hungry and aggressive. It tracked the Alphadons out of the Anomaly, and unless it is stopped here, it will follow them downstairs into the kitchens and the public area of the hotel.

The characters can clearly see a recent injury in the raptor's flank. It looks like a bullet wound. As the raptor moves, thick blood oozes from the wound. The pain drives the raptor to violence, giving it extra Threat – it starts at **Threat 3**, so a single Threat Display or threatening move by the player characters can trigger an attack.

COMPLICATIONS:

- Lots of tables to hide behind, or for the animal to knock over.
- Those folded tablecloths could be used to trap the Utahraptor.
- Big glass windows. Big, expensive, antique stained glass windows. Big, expensive, antique stained glass windows with a sheer drop on the far side.
- The Utahraptor likes to snack on Alphadons. If the characters do not appear to be a threat to it, it starts snuffling around looking for more little juicy furballs to eat.

Once the characters subdue or incapacitate the raptor, they can examine it. The wound in its side was definitely caused by a bullet; Ingenuity + Medicine (Difficulty 18) removes the bullet, while Ingenuity + Marksman (Difficulty 15) identifies it as a small-calibre bullet from a modern handgun. No-one heard any gunshots, and from the look of the wound, the raptor was shot several hours ago before the Anomaly opened. Something very strange is going on here... and the answers must be in that Anomaly.

Following the Anomaly Detector signal (or just exploring) brings the characters to room 407.

3. THE MESSAGE

Room 407 hasn't been renovated yet, and several

years of neglect have left the wallpaper peeling and a sense of decay and regret in the room. There's a heavy iron-framed bed, a huge wardrobe, and a door leading to an *en suite* bathroom. Oh, and a giant spinning hole in space and time.

From the look of the Anomaly, it is about to close. It pulses, and fades in and out. If any character is impulsive or stupid enough to try jumping through a portal into the past that's about to close, then have another raptor leap out to attack them – there should be no way for the characters to enter this Anomaly yet at this time. Otherwise, they watch as the Anomaly flickers and dies...

And then it gives one last spasm, linking the present day to the distant past for one brief second. Another Alphadon hops out of the Anomaly in that last moment. Tied to its neck is a tattered piece of paper. It's a note from the far side of the Anomaly.

HELP ME.

ANALYSING THE ANOMALY

After the Anomaly closes, an **Ingenuity + Science** (difficulty 12) roll using the Anomaly detector is still picking up weak radio interference from the spot – it is likely that the Anomaly will open again in the near future. An Anomaly 'fault line' runs through the room. That may mean that there have been Anomalies here before; if the players ask for a hint with a Story Point, suggest that they check out the hotel's history.

EXAMINING THE NOTE

The message is written on paper that's been exposed to the elements for some time. It was written by smearing plant sap on the paper, so the note's almost illegible. It just says 'HELP ME', and was written in a hurry. It's attached to the Alphadon's neck with a piece of vine.

BACK AT BASE

With the Anomaly gone, the characters may wish to either head back home to recover or to determine what to do next. The evidence strongly suggests that someone is back in the Cretaceous – but who are they? And how did they know to send a message through that Anomaly?

- **The ARC:** James Lester refuses to countenance a rescue mission. They've no

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proof that the victim is alive. They might not even be a British citizen. It could be a trap – the far side of the Anomaly was crawling with raptors. Find out more.

- ✱ **The Anomaly:** A successful **Ingenuity + Technology** roll (Difficulty 12) lets the characters set up monitoring devices in Room 407 that scan the magnetic flux and give advance warning that the Anomaly is about to open again. If the characters do this, they might run into Kate Warwick (see page 89) at the hotel.
- ✱ If the Anomaly is a recurring one, then it could have opened in the past. The obvious next step is to find out about the hotel's history in **Investigations**.

4. INVESTIGATIONS

The characters can dig up information about the Coberg Hotel's past with **Ingenuity + Knowledge** rolls (Difficulty 9). Remember that a group with the **Archives** Base Trait has bonus Story Points for this sort of thing.

- ✱ In the Middle Ages, there was a monastery on the site that was 'thrice beset by devils'. There's now a pub on the street opposite the hotel called the *Monk & Dragon*. According to the stories, the monks saw 'demons' hiding in the roof of their granary.
- ✱ In the 1980s, there was a scandal at the hotel. A guest, Miriam Fairfax, was attacked in her locked room (room 407), and the night porter, Stephen Warwick, vanished. He was blamed for the attack. Give the players *Handout 1*. To get more details, the characters need to either question those involved, or else get access to police records.
- ✱ If the characters want to follow up on **Miriam Fairfax**, she lives outside London. See Miriam Fairfax, page

90. Another **Ingenuity + Knowledge** roll, this time at Difficulty 15, digs up some interesting news about Fairfax. Back in the 1980s, she and her brother Andrew fought for control of the family business, a squabble that ended with Andrew vanishing mysteriously.

- ✱ The player characters also find a website dedicated to exonerating Stephen Warwick. It's full of testimonials about Warwick's good character, and suggests that the attacker was Fairfax's brother Andrew, who also vanished around that time. It was set up by his daughter, Kate Warwick. If the characters search Kate out, they can find her easily; otherwise, she meets them at the hotel. See **Kate Warwick**, below (page 89).

COLD CASE

If the characters get access to the police records, they can uncover the salient facts from the twenty-year-old investigation. Getting access to the police records means having **Authority** or **Friends in the Police** and spending a Story Point, or going to the police and using **Presence + Convince** to convince them to open the files. Alternatively, Kate Warwick has access to the police reports.

- ✱ The attack took place late at night. The desk clerk does not remember seeing anyone entering the hotel, but the police noted that he was distracted by a party in another part of the hotel and someone could have crept past the desk.
- ✱ At 12.37am, some fifteen minutes before the alarm was raised, someone in room 407 pressed the Room Service bell, calling a staff member to the room. As night porter for the east wing, Stephen Warwick would have responded to this call.
- ✱ The alarm was raised by Miriam Fairfax, who claimed



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that she was attacked while asleep. She was 'confused and alarmed' according to the desk clerk. His testimony claims that she mentioned 'Andrew' in her initial call for help, but she later denied this.

- ✿ Miriam Fairfax was slashed across the stomach with a steak knife. The knife was in the hotel room already; she'd ordered steak from room service. This wound was shallow and not life-threatening.
- ✿ Fingerprints on the knife match those of Miriam Fairfax and Stephen Warwick, the hotel night porter.
- ✿ Stephen Warwick, the night porter, vanished that night. He has not been seen since. Warwick had no history of violent behaviour, but did have gambling debts.
- ✿ Curiously, although Fairfax was in bed asleep, only her night-dress was cut. The sheets and blankets were not punctured.
- ✿ The room shows clear signs of a struggle. Items were throw around, the bed was moved and so on. Looking at photos, it is clear that every metal object was dragged towards a single point.
- ✿ Among the missing items was a metal jewelry case containing a diamond necklace, an heirloom belonging to the Fairfax family.
- ✿ The door was forced open. This is somewhat unusual, as Warwick had a master key to all the rooms in the East Wing.
- ✿ Andrew Fairfax, the loser in the struggle for control of the family company, had been dismissed by the board that day after the revelation that he was stealing from the business. He was undergoing treatment for stress, and had been given a Caution after starting a fight in a bar. Fairfax also vanished around that time, although there are reports of him flying to South America.

The police concluded that Stephen Warwick was likely responsible for the attack, and that he stole the diamond necklace to pay for his debts. He was never found, though, and so never stood trial.

Andrew Fairfax is still missing, but is believed to be in South America. The police records contain contact details for Miriam Fairfax.

If the characters check the hotel records in detail (requiring several hours' work or a really good **Ingenuity** + **Knowledge** roll), they learn that there

were two reports of problems with the lights and other electrical systems in the days just before Stephen Warwick vanished. Any character with

WHAT REALLY HAPPENED?

So, what really happened in that hotel room all those years ago? The truth is that a little drama got interrupted by a sudden Anomaly.

Drunk and angry, Andrew Fairfax wanted revenge on his sister. He turned up at a side door of the hotel, but Stephen Warwick recognised him and refused to let him in. Andrew then went around to the front of the hotel and managed to sneak past the front desk. He went up to room 407 and forced the door open. Miriam woke up to find Andrew pointing a gun at her.

The two siblings argued for a few minutes over Miriam's accusations that Andrew had stolen money from the company. Andrew revealed that he intended to sell his shares to another member of the board, an investor named Chambers, thus blocking Miriam's control of the company. He continued to threaten Miriam with the gun. Secretly, she managed to ring the bell next to the bed, calling the hotel staff.

A few minutes later, Stephen Warwick responded to the call for room service. He saw the gun in Andrew's hand and attempted to disarm him. The two men struggled – and then the Anomaly opened right on top of them. The two men were instantly dragged away through the time portal. The Anomaly's magnetic field tore through the room, scattering metal objects around it randomly. A flying knife wounded Miriam in the stomach. A few moments later, it closed again.

Confused and panicked by both the attack and then the impossible glowing... thing, Miriam initially reported that her brother Andrew broke into her room. Later, before the police arrived, she realised the flaws in her story.

First, any testimony that included the phrase "glowing portal that magically appeared in my bedroom" would never stand up in court. Her brother Andrew's psychological problems were well known – in fact, she had just spent several months making the other board members aware of them! If she mentioned the Anomaly, no-one on the board would trust her.

Second, if Andrew was dead (and she had no reason to assume he wasn't – the light just swallowed him and left no trace), then his shares would go to Mr. Chambers, which would block Miriam's bid for control of the company. She had to keep Andrew 'alive' until her position was secure. She therefore blamed Stephen Warwick for the attack on her, and maintained the fiction that Andrew had fled to South America.

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Science can guess that those problems were caused by the Anomaly.

5. KATE WARWICK

Kate Warwick is a mature student, studying journalism. Her father vanished when she was six. She remembers him as a kind, gentle, if tired man. He was an avid hiker. She believes that whoever attacked Miriam Fairfax also killed him, even though his body was never found. She suspects Andrew Fairfax, Miriam's brother, was responsible although she has never been able to find proof of this. According to the Fairfax Company, he is now living in South America, but six months of searching proved fruitless. It is like he dropped off the face of the Earth around the same time that her father vanished.

Kate is clearly obsessed with the case that ruined her father's reputation and his disappearance. Once the characters start investigating the Coburg hotel, they will run into Kate sooner or later. She might follow them to the hotel, or interrupt them while they investigate the public records of the hotel, or show up outside the police station (she has friends in the police who inform her if someone checks out the Fairfax case files).

Both the Coburg hotel and Miriam Fairfax loathe Kate; the hotel sees her as a troublemaker who keeps dragging an unfortunate incident from the hotel's past back into the light, while Fairfax worries that Kate will uncover the truth about Andrew.

Kate can be an ally or a nuisance for the player characters. There is an unsettling intensity about her, as if she's trying to stare through everyone she meets to glimpse some secret hidden within. She's attractive, but offputting.

If the characters mention Anomalies or anything related to Kate, or offer to help her find out what happened to her father, she enthusiastically agrees to aid them. She can get them copies of the police records (see page 87), and also knows about the Fairfax corporate struggle involving Andrew Fairfax.

By contrast, if the characters try to stonewall Kate by refusing to talk to her, then she follows them and tries to spy on them. She might even follow them back to their base. Kate counts as a journalist and can be an unwanted source of Exposure (see page 135 of the *Primeval* roleplaying game).



If shown the note from the Alphadon, then Kate immediately assumes that it was sent by her father, even though there is no way to tell who wrote it.

KATE WARWICK

Awareness 3 Coordination 3 Ingenuity 3

Presence 4 Resolve 4 Strength 2

TRAITS:

- ☛ **Brave (Minor Good Trait):** Kate doesn't give up easily.
- ☛ **Rumour Mill (Minor Good Trait):** She's got a lot of contacts and sources.
- ☛ **Obsession (Major Bad Trait):** Determined to find her father.

SKILLS: Athletics 3, Convince 3, Fighting 1, Knowledge 3, Subterfuge 4, Technology 2, Transport 2

STORY POINTS: 6

KATE & THE ANOMALY

Ideally, Kate gets sucked through the Anomaly when it opens again (see Anomaly Two, page 91). That means she needs to be free to move around; if the characters capture

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her or get her arrested, she may escape and ends up at the hotel for her date with destiny.

6. MIRIAM FAIRFAX

Miriam Fairfax lives in a mansion outside of London. The Fairfax Trading Company is still worth millions; she's not super-rich, but well within the multi-millionaire/Tory party donor bracket. She is a very private individual and does not welcome visitors. If the characters want to talk to her, they need to have an excellent reason for her to let them in. A Hard (Difficulty 18) **Presence** + **Convince** roll gets them past her front gates, as does mentioning a big glowing time portal or hinting that Stephen Warwick might still be alive.

INVESTIGATING FAIRFAX

The Fairfax Trading Company was founded back in the early 19th century; these days, it is a hedge fund investing in stocks and shares. The company has a board of directors, but the head of the board is traditionally a member of the founding family.

Twenty years ago, Miriam wrested control of the company away from her brother Andrew; it's easy to dig up the details of their quarrel. Andrew inherited the bulk of her father's shares, but he was emotionally unstable. Miriam uncovered proof that Andrew was stealing money from the company and presented it to the board of directors; Andrew 'left the country' and hasn't been seen since. For the last twenty years, Miriam has been head of the board, and has run the company with a steady hand.

MEETING MIRIAM FAIRFAX

Meeting Miriam is like being introduced to an elegant, grey-haired cobra. She makes James Lester seem cuddly and easy-going. As far as she is concerned, the Hotel Coburg incident is all in the past and is best forgotten. If the characters question her about the incident, she claims to remember little. She woke up when she was attacked; she saw a 'man with a knife', then blacked out. She'll then turn the questioning around on the characters, asking why there's a sudden interest in the cold case, what connection they have to the hotel or to that 'slandrous girl', Kate Warwick.

An **Awareness** + **Convince** roll (Difficulty 21) lets

a character realise that Miriam is hiding something, but she's a very practised liar.

If the characters mention Anomalies, or the note, Miriam becomes more interested. She will not reveal the truth – not yet, anyway – but she asks the characters questions about the note and the Anomalies, and may hint that she saw something strange that night. She may even slyly admit that her brother Andrew might not be in South America as she had previously claimed, and that she would be willing to pay for news of his true whereabouts.

MIRIAM FAIRFAX

Awareness 2 Coordination 2 Ingenuity 3

Presence 3 Resolve 4 Strength 2

TRAITS:

- ✳ **Friends in High Places (Minor Good Trait):** She's got connections everywhere.
- ✳ **Minions (Major Good Trait):** Mike Foster is not the only dangerous man working for her.
- ✳ **Wealthy (Major Good Trait):** Very, very wealthy.
- ✳ **Voice of Authority (Minor Good Trait):** She's got a commanding voice.
- ✳ **Dark Secret (Major Bad Trait):** Framed her brother, then abandoned him in the Cretaceous.

SKILLS: Convince 4, Knowledge 4, Subterfuge 3, Transport 2

STORY POINTS: 3

DAMAGE CONTROL

After the characters finish talking to Miriam Fairfax, she decides on her next move.

- ✳ She sends her detective and thug, Mike Foster, to spy on the characters and find out who they are and what they know. Right now, Foster does not know about what really happened in Room 407 all those years ago, but Fairfax will let him in on the secret if necessary. She wants to stop Andrew coming back to the present (or being confirmed as dead) as that will endanger her control of the company.
- ✳ If the characters seem willing to cut a deal, she is prepared to bribe them. She contacts

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the character most likely to accept a bribe and offers him, say, £100,000 if he ensures that Andrew Fairfax stays missing forever.

THE DETECTIVE (OPTIONAL SCENE)

If you want an added problem for the characters, then Fairfax sends a private detective called Mike Foster to follow the team. His mission is to find out what they know about Andrew Fairfax and the events in Room 407. Foster is willing to use dirty tricks and physical violence to find out what his patron wants to know...

MIKE FOSTER

Awareness 4 Coordination 3 Ingenuity 3
Presence 2 Resolve 3 Strength 4

TRAITS:

- **Tough (Minor Good Trait):** Reduce all damage by 1 point.
- **Breaking & Entering (Major Good Trait):** +2 to Subterfuge when Sneaking in.
- **Rumour Mill (Minor Good Trait):** He's got a lot of contacts and sources.
- **Experienced (Special Trait):** Been paid to get the dirt on plenty of his patron's enemies.

SKILLS: Animal Handling 1, Athletics 2, Convince 3, Fighting 3, Knowledge 3, Marksman 3, Science 1, Subterfuge 3 (sneaking 5), Survival 1, Technology 2, Transport 2

STORY POINTS: 3

- She also tries to have the characters investigated by the police, or else uses her political influence to cause trouble for them. If the characters are part of an unofficial group, this means more Exposure points; if they're official, then their superiors warn them to tread carefully.

7. ANOMALY TWO

The timing of this scene is up to you. Run it when the characters have investigated the clues related to Stephen Warwick, or else have the Anomaly open at exactly the worst possible time for the characters ("So, Kate, you tracked us down and broke into the ARC. We will now give you a plausible explanation for our secret government time-

travel project...um...")

The Anomaly opens again, back in Room 407. It opens for less than two minutes, but that is enough time for more Utahraptors to come through, hunting for their missing packmate. They can smell her blood on the ground, as well as the sweet, meaty scent of weak hairless apes. The raptors spread out across the east wing of the Hotel Coburg, looking for prey.

If the characters have an Anomaly Detector or set up monitoring devices in the hotel room, then they are automatically alerted when the Anomaly opens. Otherwise, the characters get a panicked phone call from Bellingham – "It's all happening again!"

DEALING WITH THE RAPTORS

Depending on when the Anomaly opens, the ballroom could be full of well-fed lawyers at their banquet, and it seems that these raptors are fans of Shakespeare ("the first thing we do, let's kill all the lawyers"). If the banquet was moved, or if the Anomaly opens at night, then the raptors move into the upper corridors of the newly renovated central section of the hotel – and there are lots of delicious potential victims there.

The long straight corridors offer plenty of scope for long-range tranquilliser shots, and the characters can track the raptors via the hotel's security camera network (**Ingenuity** + **Technology**, Difficulty 12 to set this up – doing so lets the character monitoring the camera give Story Points to those hunting the dinosaurs as needed).

There is one Utahraptor per player character in the hotel, plus one extra to make things complicated (so, four raptors if there are three players, five if there are four players and so on). They start at **Threat 1** – they're not especially aggressive, but can turn nasty quickly if threatened, provoked, or hungry.

COMPLICATIONS:

- There are people staying in this part of the hotel. As soon as they see a raptor, they'll panic and run, and that will trigger the raptors' hunting instincts (add **1-3 Threat** if the raptors see the humans as prey). The player characters could activate the fire alarm to get the guests out before the raptors start eating people.
- It's a luxury hotel – that means that improvised weapons include bottles of champagne and silver tea trays. It also means that all the furnishings are solid and heavy. The doors of the hotel suites are heavy enough to hold back a raptor.

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- ✿ The raptors are smart enough to hunt in packs – one will occupy the attention of the player characters by snarling and roaring, while the others try to circle around. The middle part of the hotel is arranged as a big square around a central glass-roofed courtyard, so unwary characters can quickly find themselves trapped by raptors coming up behind them.
- ✿ If the characters captured the wounded raptor from the earlier Anomaly, then they can release this creature. Doing so reduces the Threat of the raptors by 3, and the creatures head back towards the Anomaly.

KATE & THE ANOMALY (OPTIONAL SCENE)

While the characters deal with the runaway raptors, Kate Warwick explores the hotel. She knows her father disappeared in Room 407 – she has visited the room many times – but this is different. Something has changed. She sneaks past the hotel security and heads up to Room 407. There, she finds the room in disarray, with a weird mix of dinosaur tracks in the carpet, scattered debris, and possibly scientific equipment if the characters left monitoring devices or an Anomaly Locking Mechanism there. The Anomaly has closed again, but it's still there, bubbling just under the surface of space-time.

Just as the player characters arrive at the scene, the Anomaly erupts again. Its magnetic field grabs the iron bed, dragging it across the room with surprising force. It slams into Kate, knocking her through the portal. The Anomaly slams shut again.

Kate Warwick is now lost in the past.

At least – that's how it would happen if this was a scripted television series. Roleplaying games work differently. They are wonderfully unpredictable. Maybe it all happens as is written above. Maybe the characters bring Kate to the hotel with them, and she runs off and jumps into the Anomaly to find her father? Maybe they stop Kate from reaching the Anomaly, or one of the player characters goes in after her? Or maybe they've stopped Kate from interfering long before this scene, and she's sitting in James Lester's office having a cup of tea when the Anomaly opens again? In short, let events play out as the actions of the players and the rolls of the dice say they should.

If Kate does jump through the Anomaly, then she arrives in the distant past. Remember how this particular Anomaly is a little unstable? Well, when it opens again, it opens *earlier* in the present day. The second time the Anomaly opens in the past goes to the *first* time it opens in the present. Or, to put it another way – if Kate went through the Anomaly, then it was *Kate* who sent that note through earlier

THE ROLE-PLAYING GAME

in the scenario, *before* she went into the past. Time travel is complicated that way.

Now, if Kate *didn't* make it through the Anomaly, then someone else sent the note. The most likely candidate is Andrew Fairfax, but it could also have been a player character if one of them went through the Anomaly. The note is a potential example of a closed loop (see page 158 of the **Primeval** rulebook).

8. RESCUE MISSION

If Kate Warwick got dragged through the Anomaly, then she needs to be rescued. Even if she didn't meet that fate, the characters now have enough evidence to be sure that someone is still alive on the far side. It's time to start planning a rescue mission.

WHO'S GOING?

Obviously, the player characters are the ones to go on such a dangerous mission, but are they going to bring anyone else, like Kate Warwick? Do they want to bring a security team with them – more firepower could be handy, but moving more people through the Anomaly might cause it to close faster.

SUPPLIES

What gear do the characters want to bring along? Remember, the Anomaly is on the fourth floor of a hotel, so if the characters want a 4x4 or heavy weapons, they will need to work out a way to get them into the hotel room.

THE ANOMALY

So far, the Anomaly has demonstrated the following traits:

- ✿ It opens roughly every 24 hours, more or less. It stays active for a short time (less than an hour), and tends to pop open and closed several times in that period.
- ✿ It always manifests in room 407, and seems to link to the same area on the far side too.
- ✿ It has a very strong magnetic field; the characters can use that to guess how long it will stay open.

So, taking all that into account, what plan do the players come up with? They have got to be ready for when the Anomaly opens again...

9. ANOMALY THREE

The Anomaly opens again... and on the far side is the Cretaceous jungle! Stepping through the portal brings the characters into a prehistoric world. There's a jungle all around, with steamy clouds overhead. Dinosaurs and huge insects wheel in the skies above. The unearthly, alien smell of the rich Cretaceous atmosphere fills the characters' lungs.

The past end of the Anomaly opens on a low, but steep-sided hill, a rocky outcrop with rust-stained rocks. At the foot of the hill is a narrow crevasse that widens as it goes, and the characters can see small caves in the crevasse. On the other three sides of the hill is brush leading to jungle. The narrow crevasse and its caves offer the best shelter.

THE CAVES

Living in the caves is Andrew Fairfax. He has been here for several years (but not the twenty that passed on the far side of the Anomaly); he is a castaway on the shores of time. If Kate got stuck back here, then he's brought her into his cave to hide from the monsters; otherwise, he will hide from the characters in his cave.

In his nervous, rambling way, he explains what happened. He broke into the hotel room to confront his sister. He had a gun, but only meant to scare her. They argued, Warwick came in – and then the Anomaly opened. Everything in the room fell towards it, including his gun. The knife flew through the air and cut his sister. Warwick and he struggled, they both fell into the past... or hell, he's not sure. Is this Hell? Calming Fairfax down requires a **Presence + Convince** roll (Difficulty 12).

He's lived here in these caves, surviving on roots and insects, for years. He claims that Stephen Warwick went off to look for a way home, but this is a lie – Warwick died from a poisonous bite years ago, and Andrew's trying to hide the

SINISTER PLOTS (OPTIONAL SCENE)

If Mike Foster has not shown up so far, you can live up the day-long wait for the Anomaly to reopen by having him spy on the characters. He might even kidnap a vulnerable character and interrogate them on behalf of his mysterious patron. Remember, although he is working for Miriam Fairfax, he won't reveal that connection unless the characters somehow trick him or force him to do so.

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MESSAGE IN AN ANOMALY

skeleton in the cave. He fears that the characters will blame him for Warwick's death and leave him here in hell. **Awareness + Convince** (Difficulty 15) picks up on Fairfax's guilt.

Forcing past Andrew with **Strength + Convince** or **Strength + Fighting** lets the characters search the cave. The cavern winds deep into the rock, and there in the darkness the characters find:

- ✿ The remains of Stephen Warwick, buried under a pile of rocks.
- ✿ The gun Andrew used to threaten his sister and to drive off raptors; there's still one bullet left.
- ✿ The metal jewelry case, which contains his sister's diamond necklace and a sheaf of papers relating to the Fairfax Trading Company – including a copy of Andrew's new will.

ANDREW FAIRFAX

Awareness 4 Coordination 4 Ingenuity 4

Presence 2 Resolve 3 Strength 2

TRAITS:

- ✿ **Eccentric (Major Bad):** Andrew was unstable and unwell before he was stuck in the past for years. Now, he's quite a few cards short of a full deck.
- ✿ **Experienced (Special Trait):** You don't survive in the past without learning something.

SKILLS: Animal Handling 3, Athletics 3, Convince 2, Fighting 2, Knowledge 3, Marksman 2, Science 1, Subterfuge 2, Survival 3, Technology 1, Transport 1

STORY POINTS: 3

KATE & HER FATHER

Kate is both terrified and overjoyed to be here in the past. On one hand, it proves her father's innocence. However, he is not here – she has to keep looking for him. Unless the characters find Warwick's body in the dark recess of the cave, Kate wants to stay in the past and keep searching. The characters may have to persuade or even physically carry her back through the portal.

GETTING HOME

While the characters are in the crevasse, they hear the scuttle of small animals, followed by the unmistakable, earth-shaking roar of a T. rex. There's a flurry of movement around the Anomaly – the keen senses of the Alphadons picked up the delicious smells from the hotel, so they're pouring through the crevasse to get to the Anomaly. The Alphadons have attracted raptors, and the raptors attracted a T. rex!

The characters can hide from the T. rex while they are in the canyon, but they must cross the open ground to get to the Anomaly. There's a 12-Area gap between the end of the crevasse and the Anomaly.

COMPLICATIONS:

- ✿ If they start shooting at the T. rex, it'll start snapping its jaws into the canyon – it is a tight squeeze, but the monster can wriggle in to get juicy snacks like player characters. The T. rex's Coordination is halved when making attacks on characters in the crevasse.
- ✿ There are lots of raptors running around. Most are more interested on snacking on Alphadons and running away from the T. rex, but if you want to add more problems for the player characters, some can find their way into the crevasse.
- ✿ If the characters are trapped, then a character with an Area of Expertise like Geology can work out that the crevasse and the caves were probably dug out by a flowing river, so there might be a second exit from the cave. If they explore the dark sections of the cavern, they can find a narrow tunnel that's just wide enough to wiggle through to another part of the winding crevasse.
- ✿ The second problem at the Anomaly is Mike Foster, Fairfax's detective. He'll step through the Anomaly as the characters approach it, holding a gun. He's got no idea about time portals or dinosaurs, but he's being paid to keep Andrew Fairfax's documents from ever being found again. He can be either a final obstacle for the player characters, or a comic relief ending when he gets eaten by the T. rex.

RESOLUTION

On one level, hopping back through the Anomaly with Kate Warwick and Andrew Fairfax ends the adventure. However, there are some key questions that still need to be answered:

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- ❁ Did the characters solve the mystery of Stephen Warwick? If they failed to do so, then Kate remains obsessed with finding him. She may become a thorn in the team's side, or an ally in their search for the Anomalies.
- ❁ What do the characters do with Andrew Fairfax? How do they explain his disappearance?
- ❁ Bringing Andrew Fairfax back means making Miriam Fairfax into an enemy. She has acquired a vast amount of money and influence during her twenty-year tenure as head of the trading company, and she will not take kindly to the characters' rescue of her troublesome brother.
- ❁ How do the characters keep the secret of the Anomalies with so many witnesses and dinosaurs? Avoiding Exposure is going to be a tricky problem!

The London News

MISSING PORTER SUSPECT IN ATTACK

Wednesday,
14th September

The Metropolitan Police have released a description and photograph of Stephen Warwick, a night porter at the upmarket Coberg Hotel in London. The porter has not been seen since the night of the 5th, when one of the hotel guests was brutally attacked in her bed. A bloody knife was found in the room, and Warwick's fingerprints were found on the weapon.

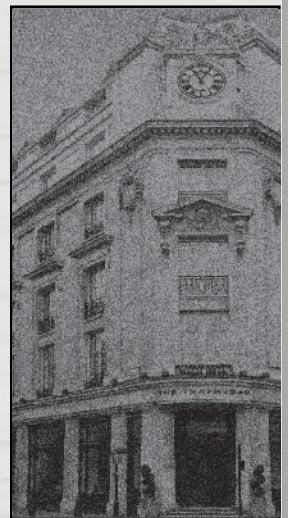
While the police have not

formally named him as a suspect, they have confirmed that Warwick is a focus of their investigation.

Warwick's wife, Julie, and daughter Kate spoke of their shock and disbelief: "Stephen's a good man. He couldn't have done this. We don't know where he is." The hotel management issued a more cautious statement, saying that Warwick had been a 'model employee' and that they were fully co-

operating with the police. The incident is a considerable embarrassment for the hotel.

The victim of the assault was Miriam Fairfax, who recently fought a legal battle with her brother, Andrew, to win control of the family business, Fairfax Trading Company. She is recovering in hospital from a knife wound. She has not made a statement to the press.



PRIMEVAL

THE DEVIL AND MR. SUTTON

THE DEVIL AND MR SUTTON



A photo of a strange Anomaly and a missing girl with a powerful father send the player characters to the little village of Keeling near Norwich. A local amateur ghost hunter by the name of Denis Sutton took the photograph a week ago. Sutton was recently questioned in connection with the disappearance of Lily Jones, but was released without charge.

Sutton shows the player characters the location where his friend Lily Jones vanished a little over a week ago and tells them about his theory that the ghost train known locally as “Old Nick” took her. Investigating further, the player characters witness the ghost train moving out of one Anomaly and disappearing inside a railway tunnel. Pursuing the train into the tunnel, the player characters locate a second Anomaly.

The other side of the Anomaly is a post-apocalyptic wasteland. The player characters trace footprints in the dust to the deserted village of Keeling. General degradation seems to indicate that the village is only a decade or so into the future. In this other Keeling, the player characters meet the original human passengers from the Victorian-era train. The passengers can lead the player characters to a mobile ARC base in the back of a large truck where the player characters stop a murderous passenger from killing Lily Jones.

At the mobile base, the player characters find notes regarding the “twin Anomalies” and a theory (possibly by one of the player characters) on how to close them. The player characters must board the train in the future and bring it to a halt in the

THE ROLE-PLAYING GAME

present. This act is complicated by any “civilians” that the player characters bring with them and a colony of massive arachnids that have turned the train into a giant web.

If they succeed, the player characters have to figure out what to do with any surviving Victorians and a pristine train from the 1870s.

BACKGROUND

Oliver Camberwell was a 19th century train baron, and dreamed of a luxury private rail line between Norwich and London. The line was to pass along the coast, servicing a number of popular seaside resorts and eventually heading into London itself. The project ran insanely over budget due to the route's unstable geology and Camberwell only completed about 10 miles of track before running into financial difficulty and “vanishing overseas”.

The first and only train to ride on the 10 miles of track ferried a group of wealthy investors in luxury to give them “a taste of things to come” and hopefully to loosen their purse strings. The train, named “Old Nick” due to its striking red paint scheme, vanished along with its passengers in 1875. The police at the time believed that Camberwell had arranged the vanishing by using an offshoot line to send the train hurtling over a sea cliff in order to claim the insurance money. The fact that Camberwell had gotten off the train claiming sickness just before it left the station is seen as evidence supporting this theory. In reality, the sickness was actually genuine; Camberwell had a history of stomach problems and his doctor confirmed this. Camberwell claimed the insurance and quickly moved overseas to avoid the scandal; most people assumed that he was guilty, but there was no solid evidence against him. There was a History Channel program about the whole thing a few years ago that the player characters might recall. The program even sent divers into the sea below the cliffs to find the train, but it was never located.

Of course, between the name of the engine and its mysterious disappearance, the whole thing is something of a local legend... a hell-bound train carrying the souls of rich and damned people to Hell. A kilometre of the old train tracks and a single railway tunnel lie near the village of Keeling on a private farm owned by Denis Sutton.

So if Camberwell had nothing to do with the vanishing of Old Nick, but was happy to collect the insurance money, what really happened? As the train reached its full speed it struck an Anomaly. The heat from the furnace and the massive amount of iron in the locomotive disrupted the Anomaly causing it to distort and split into what appears

to be two separate Anomalies. In reality, this is a single Anomaly with two openings (or apertures) linked by the train, and the train is slowly dragging the Anomaly back together again.

To the outside observer, the Anomaly appears as two separate Anomalies linked by trails of mirror-like energy shards. Both Anomaly apertures link to the same points in time, but they are physically about two hundred meters apart both in the present and future. In the present the twin apertures are drawn towards each other, linked by the “Old Nick”, but in the future (following their world-shattering touch) they are moving away from each other and the disruptions they caused are lessening, leaving behind devastation.

The split Anomaly links to a dark future. The point in time it opens to in the “present”, moves forward in time the closer its twin apertures get to each other. The Anomaly has been appearing off and on since the Victorian period. If the twin apertures touch they trigger the “satellite Anomalies” phenomenon that appeared in *Primeval* Series Four and eventually engulf the world. The future the Anomaly links to is one where this event happened and it is a mess of satellite Anomalies and creatures from dozens of eras. It is impossible to close this Anomaly by conventional means due to its distorted nature.

Anything passing through one aperture appears from its twin so entering aperture A in the present means that you step out of aperture B in the future and vice versa.

What happened to the poor souls caught on the train? Scared out of their wits, the Victorian passengers on

RESEARCHING THE TRAIN

At some point the player characters may decide to research the background to the train. It's fairly easy to find most of the information laid out in the Background section above (INGENUITY + KNOWLEDGE, Difficulty 12). In addition, the player characters can find a newspaper clipping from the time that states that the police were interested in speaking to one of the men on board the train in connection with a series of murders of young women. The article states that the murders were carried out with surgical precision and that the last murder was carried out in a hotel where a number of the passengers were staying. This last statement is intended to throw suspicion on Doctor Highmore.

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the train jumped off into the future. They were immediately set upon by creatures and most were killed. Driven from the future Anomaly site they are holed up in a church in Keeling. As far as they are concerned they are in hell, and the months they have spent here have driven one or two of them over the edge. The arrival of Lily Jones a week ago has caused a great uproar among the survivors.

0. PRELUDE

This section is intended to be read out loud to the players or, with a small group, it could be run as a minor encounter with the players taking the roles of Denis and Lily.

It was past midnight on a cold and wet October evening. Lily shivered and pulled her collar tighter as she watched Denis fiddle with his camera tripod. "What exactly are we hoping to see here, Den? If this is some kind of unexplained mass badger migration I'm going to need a lot more wine." Denis looked over at the skinny girl with her expensive clothes and high-heeled shoes standing in a muddy field in the middle of the night. She looked so out of place that he couldn't help but grin. Lily half-heartedly threw a clod of earth at him, but she smiled back at the same time.

Denis looked at his watch. "Just wait about thirty seconds... you're gonna see the most amazing thing you've ever seen in your life." Lily looked sceptical. "Alright, but unless you've got an entire trainload of Louis Vuitton handbags coming down this old rail line, don't expect a big response." She kicked the old iron rails, still shiny after all these years of disuse. Denis and Lily had met when her father hired him to do some work on the cottage he had 'exiled' her to for election year. She'd ignored the quiet young farmer for the first few days, but his gentle manner had won her over in the end and they'd become good friends over the last six months.

A bright light woke Lily from her reverie. "What is that..." she began. Then the steam train blasted by at high speed trailing strange shards of light. She didn't even notice the flash of Denis' camera. Moments later the fully lit train vanished into the railway tunnel and

EVENTS IN THE SCENARIO

THE BEGINNING:

- The characters are sent to investigate the disappearance of Lily Jones, the daughter of an MP, who vanished into an Anomaly – and strangely, this Anomaly didn't show up on the Anomaly Detector.
- They discover that there are tales of a mysterious ghost train, and that Jones was living with a local farmer, Denis Sutton. The disused railway track goes right past his farm.
- Talking to Sutton, they learn that the ghost train appears every night in a nearby tunnel. He claims that it is the ghost of a Victorian steam train that vanished mysteriously. From his account, though, the investigators realise that it got caught by an Anomaly.
- Investigating, they travel through the Anomaly into the future.

THE MIDDLE:

- The Anomaly leads to the near future. They haven't travelled in space at all, just in time, so they see the ruins of the village nearby.
- They find the survivors from the train in the village, and learn that at some point between the present and this desolate future, the ARC will set up a mobile research facility here.

THE END:

- The characters have to board the speeding, time-locked train and use it to break the link between the Anomalies – while dodging dinosaurs and a deranged Victorian serial killer.

the noise died as suddenly as it had started. Lily couldn't believe it...that old story about a phantom locomotive was real? It must be a trick, Denis must have gotten some blokes to do some kind of special effect thing. Lily ignored Denis' warning shout, running down the tracks and into the railway tunnel. She heard Denis swear and curse as he got caught in his camera gear and toppled over like a tree. Glittering in the darkness was a weird circle of light surrounded by what looked like shards of glass. Reaching out ahead of her she walked into the light and was gone...

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1. THAT'S TOTALLY BEEN PHOTOSHOPPED

James Lester calls the player characters into his office where they find him holding an 8x10 glossy photograph of a strange train surrounded by what look like shards from an Anomaly. Lester is his usual laconic self, but slightly more cranky and demands that the player characters deal with this “untenable situation in Norwich”. Apparently some amateur ghost hunter took a photograph of an Anomaly and is claiming his friend, one Lily Jones, vanished through it. The local police in the village of Keeling detained the photographer, Denis Sutton, for questioning, but released him without charge.

Lester is more than a little peeved, and asks any player character with knowledge of the Anomaly Detector, “Why in the hell this Anomaly didn’t show up on the million-pound doo-hicky?”. This is a huge deal as the ARC relies on the Anomaly Detector as an early-warning system and if it doesn’t work then it is a security issue. Impress this on your players by having dozens of technicians tearing the detector apart as they leave. A scientifically-minded player character can figure out how to fine-tune the detector once they have had time to study the strange Anomaly in Norwich. Lester sends the player characters to Keeling to investigate Anomaly and to, “Close the blasted thing down before more photos start appearing on MyFace or YourTubes”.

Before shooing the player characters from the ARC, he takes the most responsible one aside for a moment and explains that Jones is the daughter of an MP and finding her alive, and without press involvement, would be a very good career move for everyone involved. This is part of the reason Lester is so flustered; the MP called him directly and asked for this favour in return for something that he helped Lester with a few years ago. The MP wants to keep everything out of the press just in case his daughter is involved in something scandalous.

2. JUST ANOTHER SLEEPY VILLAGE

Keeling is a tiny village about two miles from the sea and about 10 miles from the city of Norwich. The village consists of a village hall, a church, a pub/shop, and a

NON-ARC CHARACTERS

Player characters could get involved in this story in any number of ways. The easiest is to assume that one of the player characters is a friend of either Denis or Lily. Another option is for a group to come across the photograph online on some kind of conspiracy site or for it to be sent to them by friends who know they are “into that weird stuff”. For groups with an Anomaly Detector they might come across the strange Anomaly while doing some routine retuning.

cluster of houses. Not a lot has changed in Keeling in the last 100 years. The locals all know each other intimately and newcomers are greeted with some interest.

The local police sergeant is Hugh Stanforth, an older man close to retirement who is treating the whole incident as some kind of misunderstanding. He is happy to talk about the Anomaly more for the company than anything else and doesn’t question any story that they tell him as to why they are investigating the Anomaly. Hugh has known Denis Sutton for years, and believes that he’s harmless, if a little strange. Sutton came to the station about a week ago in a terrible state saying that the old ghost train had taken Lily.

Stanforth questioned Sutton more out of a formality than anything else and let him go after a “quiet chat”. He did



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however make a quick check of the area around the rail line (which is part of the Sutton farm) since the entire region is riddled with pits and tunnels from old flint and chalk mines. Not finding anything unusual, Stanforth believes that Lily Jones, a known party girl from London who bought a cottage nearby, probably left poor Denis. He puts mention of the ghost train down to possible drug taking.

Stanforth is not shy in telling the player characters that he never understood what Lily saw in Denis in the first place; he's a young farmer with no massive fortune or sophistication, and she's a known wild child from a rich family. Sergeant Stanforth expects Lily to show up in a couple of days having returned from a bender in London. If the player characters question the Sergeant about Sutton's strangeness, the police officer is happy to explain that the young lad fancied himself something of a ghost hunter after an encounter with "Old Nick" the ghost train as a young lad. If the player characters ask Stanforth, he can direct them to the young man's farm which is about half a mile away.

Even if the player characters don't think to check with the police they can get the same information from almost everyone in the village. The whole thing has been the talk of the town for the last week or so and there isn't a soul that doesn't know every last detail right down to the crazy ghost train story.

DENIS AND LILY

Lily Jones is the daughter of an MP and grew up a spoiled brat with little to commend her to the world. Shortly after moving to Keeling (Daddy forced her to get out of town during elections on threat of stopping her credit cards) she met up with Denis Sutton and was instantly struck by his quiet manner and gentle nature, so at odds with the guys she normally hung around with. Denis for his part was a little overawed at the "big city girl", but was happy to lend a hand fixing up her place when she asked, and the two became good friends. The two have been good friends ever since, but the relationship is more like sister-brother than boyfriend-girlfriend, despite what the village gossips say.

OPTIONAL ENCOUNTER

For groups that enjoy playing with the Exposure rules you can include an encounter with Bob Collins, a tabloid journalist who is hoping to get some dirt on Lily Jones that he can use to make her father look bad. Collins takes to following the player characters around, photographing them, and sticking voice recorders in their face while asking annoying questions. Get the player characters to despise him and have him eaten by a dinosaur or at least have all his gear destroyed and make him a recurring character. Bob is short, bald, greasy, and his fake tan would make an Oompa Loompa blush. He always



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has a grin on his face, but can turn really nasty when he doesn't get his way.

3: GHOST TRAIN

Denis Sutton's farm is large, but not massive and primarily consists of fields of wheat and barley. The farmhouse is old, but in good condition, and a trio of dogs bark happily at any intruders. Sutton himself is in the kitchen surrounded by notebooks, a loaded shotgun, a crucifix, holy water,

DENIS SUTTON

Awareness 2 Coordination 2 Ingenuity 3

Presence 2 Resolve 2 Strength 2

TRAITS:

- Emotional Complication (Major Bad Trait): Regards Lily Jones as his one true friend.
- Fast Runner (Minor Good Trait): Increases movement speed by 1 when sprinting or fleeing.

SKILLS: Animal Handling 3, Athletics 1, Fighting 1, Marksman 2, Subterfuge 3, Survival 2, Transport 2

NOTES: Denis carries a standard double-barrelled shotgun and a backpack full of a mix of survival gear as noted above.

STORY POINTS: 3

rope, a camera, a backpack with food and torches, and a calculator. Denis intends to go after Lily. Sutton is very leery of the player characters to begin with, but if they show sincere interest in the ghost train and Lily, he opens up to them about the events of the preceding week.

Denis has been tracking the ghost train since he first saw it when he was ten years old. His family have only lived in the area for about fifty years, but Sutton has tracked the history of the train back to the Victorian period and can give the player characters much of the data laid out in the background section. Sutton is happy to tell the player characters what happened the night that Lily went missing. He had finally managed to reliably predict when the train would appear and took Lily to the rail line on his farm to surprise her.

Lily thought that the whole thing was a joke of some kind and ran after the train into the railway tunnel expecting

WHAT IF THEY DON'T JUMP IN?

If the player characters don't leap into the Anomaly (an option if they are the cautious types) the adventure can slow a little, but will still continue on track. James Lester pressures the player characters to find the girl, as will Sutton if he's still with them. Really cautious player characters might want to wait a while to confirm Sutton's theory about the reopening Anomaly. This is fine too, as the adventure can pick up again whenever the player characters decide to enter the Anomaly... It reopens every few days, each time shortening the period between openings. Let the player characters come up with the theories mentioned in the section with the mobile research centre. This isn't as exciting as the trip to the future, but it's what they chose to do after all.

some kind of projection device. There was a flash of light and Lily disappeared. Denis believes that the train is some kind of connection between the ghost world and the real world and that Lily was somehow abducted. Sutton intends to go after her and rescue her; no matter what the player characters say he won't be talked out of this course of action.

Denis knows that the train is going to appear this evening at midnight and uses this information to barter for the player characters help. He can also tell them that the distance between the two "ghost portals" - as he calls the Anomaly's apertures - is growing progressively shorter and he expects them to touch in the next couple of years. Sutton also knows that the train is appearing more and more frequently, and the time between appearances is getting shorter with each iteration. Any player character with the Science skill should be intrigued and terrified by the possibility of two Anomalies touching. A Tricky (Difficulty 15) **Science + Ingenuity** test lets the player characters theorise further and you could give them some of the information available in the mobile ARC facility section (see page 105).

4: 12:45 TO THE TRIASSIC

The Anomaly's next appearance is scheduled for 12:45am that very night. Without Sutton the team has no way of knowing when the Anomaly will appear so it is assumed that he is with them or that they have come across his

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notes in some manner. Let the players make any plans that they wish, they might be able to ship up equipment from London for example, if they haven't left it too late in the evening before visiting Sutton. Note that Anomaly Locking Mechanisms do not function on the warped Anomaly, the distortions are too great.

Play up waiting in the darkness by a deserted railway line; have the rain come down and perhaps a few false alarms to make the player characters twitchy. A wild dog or an energetic hare might make for some fun. Old Nick appears in all his glory right on schedule, moving at about 60kph. The train track runs about 300 meters and vanishes into the 50 meter long grass covered tunnel. The first Anomaly aperture is about 200 meters from the tunnel and the second is about 20 meters inside the tunnel.

Sutton, unless he has been restrained in some way, dashes down the tunnel after the train, running straight through the Anomaly aperture there. The tunnel is about 9.2m tall and smells vaguely of smoke and engine oil. The area is brightly lit by the active Anomaly. If the player characters pursue Sutton they find him circling the Anomaly trying to keep it between him and a very irritated Smilodon

(see page 197 of the *Primeval* rulebook). The creature is angry, confused, and dealing with it will not be easy, it's already at **5 Threat** and it will take very little to push it over the edge.

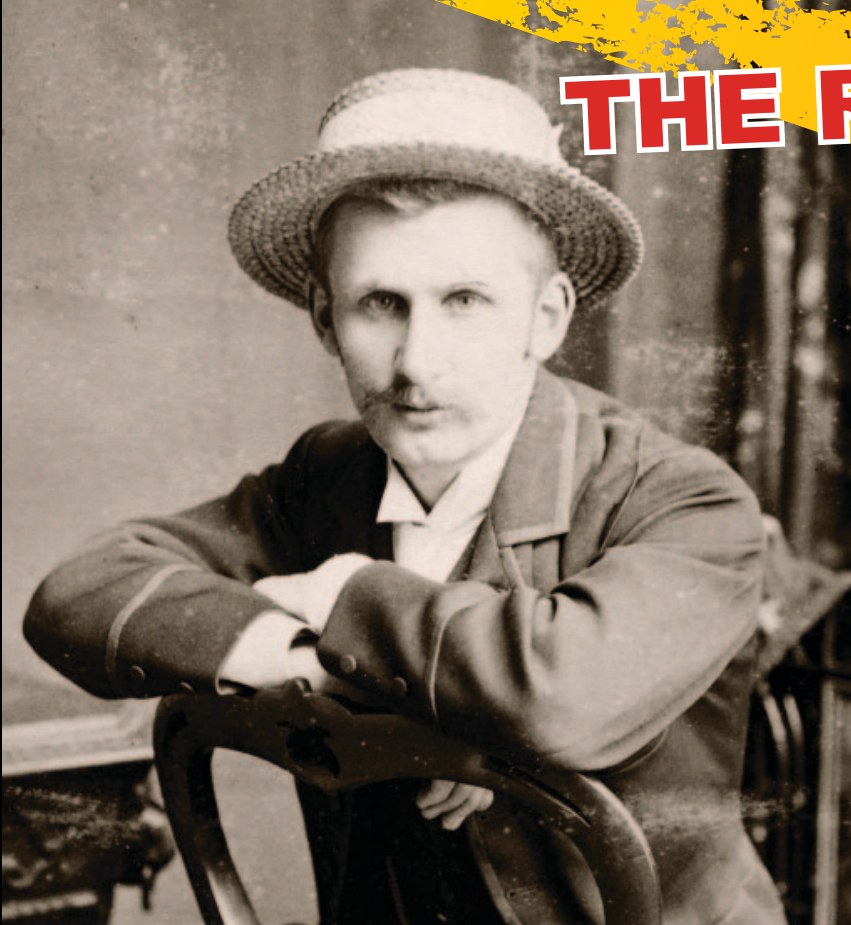
5: I'VE BEEN RAILROADED!

When the player characters arrive in the future a terrifying yet beautiful sight greets them. They stand on the rail line (shiny in spite of the ever-present dust) about 250 meters from the railway tunnel (remember that entering one aperture means you exit the other), but the landscape is nothing like the lush rolling fields they just left behind. The area is a blasted wasteland with hundreds of Anomalies both big and small dotting the area, opening and closing at random. Landmarks like the railway tunnel and Keeling church off in the distance mark this as the same point in space that they just left, but clearly something cataclysmic happened to destroy this place.

Occasionally a creature walks, swims, or flies from one of the Anomalies, possibly causing mayhem. You can foreshadow the Allosaurus encounter in Keeling by having the creature appear through a distant Anomaly here. The Anomalies peter out the



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only building to remain intact. Lily's tracks fade out close to Keeling, but observant player characters can spot a number of other human tracks dotting the area. Before the player characters can investigate properly, they hear the heavy steps and deep breathing of a massive creature. A mature Allosaurus (see page 46) has recently wandered into the village, attracted by the water found in the village duck pond. This massive predator sees the team as good snack – it starts at **Threat 3**.

The player characters have a number of choices here, the best option is probably to try to play cat and mouse games with the creature while picking it off. The Allosaurus isn't spoiling for a fight, nor is it particularly hungry; if it takes over 8 points of Attribute damage it decides that the player characters are not worth messing with and flees. During the encounter, the Allosaurus comes under fire from an unexpected source... the church clock tower. Two of the passengers from the Victorian train are up in the tower armed with rifles and pepper the Allosaurus with shots.

further you get from the rail line; once the original Anomaly apertures moved apart the disruptions lessened and will eventually fade.

On cue, the Anomaly closes behind the player characters leaving them stranded, at least for the time being. At this point any player character with **Survival** skill can spot tracks leading away from the area. The tracks are small and came from a female human, most likely Lily Jones. As more creatures spawn from the Anomalies getting away from this area seems like a logical choice, this place serves as a veritable banquet hall for predators and there are likely to be several in the area. It isn't hard to spot where Lily was heading ...the spire of the Keeling church is clearly visible through the dust-choked air.

Lily's path weaves erratically through the terrain and falters in a number of places. If Sutton is with the team he keeps up a breakneck pace, avoiding any creatures that cross his path if possible. The earth here is a maze of canyons and pits, the soft earth having been churned and twisted by cataclysmic forces. You can include an optional encounter here with a creature if you wish, although, between the Smilodon and the Allosaurus in Keeling the player characters are likely to have enough trouble.

6: VILLAGE OF THE DAMNED

Keeling is no more. Most of the houses have been destroyed by what looks like earthquake damage and those standing are in terrible shape. The church is the

The passengers from the ghost train were attacked by a swarm of prehistoric spiders and forced to jump from the train. Most of the passengers were killed getting to Keeling, having either been picked off by predators or walked into Anomalies by accident. Only ten passengers made it to the church in Keeling alive. Of the ten, only four still survive, the rest having been devoured by predators during the nine months that they have been trapped here. The passengers are all ragged, tired, malnourished, and at their mental breaking point.

The breakdown of the passengers is as follows:

- **George Dosset**, a lawyer.
- **Josiah Dosset**, his brother.
- **Colonel Silas Whitlock**, a retired army man and the leader of the group.
- **Lucian Highmore**, a doctor.

THE DOSSETS

George and Josiah are twin brothers in their late twenties. The twins are confirmed bachelors and mostly keep to themselves. The twins are hiding a dark secret: Josiah is a serial killer having done away with a number of young women before the train whisked him away to the future. Josiah has continued his murdering ways in this new place and has killed a number of the survivors, blaming their deaths on creatures. George is devoted to his brother and when he found out that Josiah killed a number of the survivors, he put the whole thing down to the terrible stress

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of their situation. George doesn't know about Josiah's previous murders. Anyone who has done their homework and researched the train knows about the murders; presenting the evidence to George causes him to turn on his brother.

JOSIAH DOSSET

Awareness 4 Coordination 4 Ingenuity 3

Presence 2 Resolve 3 Strength 4

TRAITS:

- ☛ **Emotional Complication (Major Bad Trait):** Josiah is driven to kill.
- ☛ **Dark Secret (Major Bad Trait):** Murderer.

SKILLS: Animal Handling 1, Athletics 2, Fighting 4, Marksman 2, Subterfuge 3, Survival 2, Transport 1

STORY POINTS: 6

GEORGE DOSSET

Awareness 2 Coordination 2 Ingenuity 3

Presence 3 Resolve 3 Strength 3

TRAITS:

- ☛ **Dependent (Major Bad Trait):** Cares for his unstable brother.
- ☛ **Dark Secret (Major Bad Trait):** Helped Josiah cover up the murders.

SKILLS: Convince 3, Fighting 1, Knowledge 3, Marksman 1, Subterfuge 3, Survival 2, Transport 1

STORY POINTS: 6

COLONEL SILAS WHITLOCK

Colonel Whitlock is a recently retired army man and the reason that the others are still alive. He led the men to the church and found the weapons that they now wield. Whitlock is a striking figure of a man, used to being in charge. The Colonel is happy to hand over control of the group to a military man, but might have to be convinced to do so if no such person exists on the player characters' team.

Awareness 2 Coordination 2 Ingenuity 2

Presence 3 Resolve 4 Strength 3

TRAITS:

- ☛ **Brave (Major Good Trait):** +2 to Resolve rolls to resist fear.
- ☛ **Unattractive (Minor Bad Trait):** Whitlock has a rather nasty set of scars on the right side of his face and across his nose. These were a result of a close encounter with a raptor.

SKILLS: Animal Handling 3, Athletics 3, Convince 2, Fighting 3, Marksman 3, Subterfuge 2, Survival 2, Transport 2

STORY POINTS: 3

LUCIAN HIGHMORE

Lucian Highmore is a doctor and a scientist; he is interested in the Anomalies and has gathered some of the notes from the ARC mobile facility to study. Highmore is a little unhinged from his time in the future and is irritable at best.

Awareness 3 Coordination 2 Ingenuity 4

Presence 2 Resolve 2 Strength 2

TRAITS:

- ☛ **Lucky (Major Good Trait):** Highmore leads a charmed existence.
- ☛ **Forgetful (Minor Bad Trait):** Highmore is forever leaving things behind him.

SKILLS: Animal Handling 1, Athletics 2, Marksman 2, Medicine 3, Science 3, Survival 2, Transport 2

STORY POINTS: 3

The people shooting from the roof are Colonel Whitlock and Doctor Highmore. They have ARC-issue rifles (complete with Armoury issue tags) which should immediately strike the team as unusual. The passengers looted the mobile ARC facility a while back, hence they have the equipment. If asked about Lily, the player characters find out that she went out with George and Josiah about half an hour ago. The brothers were to show her the ARC mobile facility... which should spur the characters to action if they have researched the passenger list.

Whitlock and Highmore are delighted to see more humans and happily explain what happened to them as far as they understand it. Whitlock tells the player characters of the train journey, the terrifying hours where they were almost incapacitated by repeated

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passage through the Anomaly, and finally how they were driven from the train by the terrible giant spider swarm. Doctor Highmore has figured out the time travel aspect though he's not sure of the details. Highmore is trying to figure out a way home for them and has set up a telescope on the roof of the clock tower to study the dense Anomaly field near the railway line.

7: TELL ME THAT ISN'T MY CORPSE!

The next logical stop is the ARC mobile facility. The ARC mobile facility is about ten minutes' walk from the church, and Whitlock and Highmore are happy to show the way. The facility consists of a truck-trailer filled with computers and detection technology – now all ruined. The place is a mess, with a few tattered corpses (perhaps the player characters recognise one?) and paper strewn everywhere.

As the player characters arrive they hear female screams from inside the trailer. Investigating, they find Lily Jones wrestling with Josiah Dosset. George lies unconscious nearby with a large bump on his head. Josiah attacked Lily and when George intervened, Josiah knocked him senseless. Josiah is struggling with Lily over a large hunting knife. The player characters should have little trouble dealing with Josiah, but you could have him take Lily hostage if you want to extend the scene further. Sutton, if he is with them, could overreact to Lily's attack and the player characters may have to rein him in.

What happens next is up to the player characters, they can choose to kill one or both of the brothers – certainly that's what Whitlock presses for – or they can simply leave them behind when they leave this future. Something that might sway the vote is the bag that the brothers have with them; it contains the eye teeth of at least six people... more than survived the train crash and pointing to Josiah's earlier career as a serial killer. George will plead for leniency for his brother until he finds out about the earlier killings; then he just goes quiet. If they are left behind the two men could leap through another Anomaly and become recurring villains. Taking the men back home poses a challenge, but characters who take the moral high-road should earn a little extra reward for good role-playing.

It appears from the papers that the ARC set this facility up to study the strange Anomaly. The research indicates that the train is what is keeping the Anomaly open and it is the touching apertures that caused time and space to shatter. The notes go on to postulate that if the train was brought to a halt in the present then the split-Anomaly would close.

This is not as simple as derailing the train however, since the train is now part of the Anomaly and moving it from the tracks might tear the rift in space-time further; it must be stopped on the tracks, presumably by someone pulling the brakes. The cataclysm came too soon for the people here to test the theory.

The ARC mobile facility is a good place to insert any high or future tech that you want the player characters to have access to. Devices like the EMD weapons or Helen Cutter's hand-held Anomaly opening device might be good choices here.

8: MURDER ON THE TRAIN

By now, the player characters have rescued Lily and have at least two Victorian gentlemen in tow. Next they need to leap onto a moving train while it barrels through time and space, fight off the monsters that have made it their home, and finally stop it before it tears the world apart. The first challenge that the player characters face is figuring out when the train will next appear. Luckily, Doctor Highmore has been keeping precise notes as to the train's appearances and by applying Sutton's formula in reverse, they can figure out when it is next due. It is left up to the Gamemaster to decide how much time is left before the train appears. If you want to increase tension then make it sooner, but if you want to have the player characters trapped in this dismal future a while longer you can have the next appearance be days away. It would be best if the player characters are fully healed before the finale, so if they took a beating from an earlier encounter you could use this time to allow them to heal.

Getting to the train may be difficult; a large herd of about fifty adult Stegosaurus have come through an Anomaly from the Late Jurassic period. The herd mills around exactly at the point where the train is due to come through. The Stegosaurus are agitated and it takes very little to send them into a panic. The Stegosaurus herd also contains about a dozen younger specimens which are kept towards the centre of the group.

The player characters need to come up with some way to get the Stegosauruses away from the Anomaly site in case one of them derails the train. Someone with Animal Handling could tempt the lead creature away from the Anomaly site with some food getting the others to follow. Another option would be to drive the Stegosaurus' away with gunfire, but this could backfire and result in the herd stampeding in the wrong direction.

The train itself arrives as predicted (if you want to make

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the player characters sweat you could have it arrive late or even early). Let the player characters figure out their own way aboard Old Nick, they could simply run and cling on, set up a ladder to jump from, hook themselves to the back of the train and get dragged along, or any other crazy plan they can think of.

Old Nick is moving at about 40 KPH and a human running alongside needs to make a Tricky (Difficulty 15) **Athletics + Coordination** test to get aboard. You can modify this roll depending on the preparations that the player characters have made. Assume that the NPCs make this roll automatically, unless you want to have one of them dangle dramatically from the train and require saving.

Old Nick has weathered its time well, due to its Anomaly hopping time on the train has passed very slowly and only a few hours of subjective time have passed. However, the train is now home to a group of colony-dwelling Carboniferous spiders. The creatures built a web in the railway tunnel which the train promptly ran through. The spiders swarmed the train and killed a number of passengers before the rest fled. The last danger on board the train is the strange Anomaly shards that can hang in the air around the train. The shards repel anything touching them violently (a player character touching one may be hurled from the train) and avoiding them adds a

+2 to the difficulty of any physical roll on the train.

The interior of the train is choked in thick webs and impassable without extensive work. The bodies of three passengers lie wrapped in the thick webbing, alive but poisoned and paralysed. The player characters can hear the passengers groaning in pain... the spiders have yet to feed on them, but it is only a matter of time. The webs are as thick as ropes in places and incredibly strong. The roof of the train is completely free however, and can be clambered upon very easily.

Moments after the player characters get on the roof of the train the Carboniferous spiders swarm the roof. The creatures act like an insect colony and move to defend their home. You can include as many or as few spiders as you like, whatever gives your player characters the most challenge without overwhelming them completely. The locomotive cabin is filled with webbing, and the engineer and fireman are cocooned here. The fire powering the boiler here is almost out; it is the magnetism of the Anomaly that is dragging the train onwards. Stopping the train in the right time period requires a Difficulty 15 **Ingenuity + Transport** test. If the player characters don't have the Transport skill pulling the brakes just before the train enters the aperture to the present does the trick.

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Once the train comes to a halt the Anomaly apertures snap together as if they were joined by a rubber band. The Anomaly flashes for a moment then closes forever.

CARBONIFEROUS COLONY SPIDER

These dog-sized spiders make their home in the boundless woodlands of the Carboniferous period. The spiders form colonies to cooperate and capture larger prey. The spiders use their web as a home and larder, but not to capture prey since it isn't particularly sticky. The spiders ambush prey, poison it, and then drag it back to the web to be cocooned and eaten at leisure.

Awareness 3 Coordination 3 Ingenuity 1

Presence 2 Resolve 1 Strength 2

Speed: Fast **Size:** Small

Maximum Threat: 4

Threshold: 2 (Always attack)

TRAITS:

- ☛ **Bite:** A Colony Spider deals Strength+1 (2/3/5) damage with a bite.
- ☛ **Crawler:** Colony Spiders can crawl up walls and along ceilings.
- ☛ **Fear Factor 1:** +2 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.
- ☛ **Territorial:** The spider gets +1 Threat each round an intruder stands within 5m of their web.

THREAT POWERS:

- ☛ **Paralysing Poison (2 Threat):** If the Colony Spider hits with a Bite attack, it injects venom into the victim. The poison deals 4 damage, with a Difficulty of 20 to resist.

SKILLS: Athletics 3 (Climbing 5), Fighting 2, Subterfuge 3 (Hiding 5), Survival 2

9: AFTERMATH

The player characters have presumably rescued Lily Jones and the Victorian passengers. Lily's father is very grateful and if the PCs have kept the entire thing out of the media, then they can expect help from him in the future if they need it. Failing to rescue Lily makes life at the ARC very difficult for the next few months as her father goes out of his way to cause problems for them.

The Victorians are brought to the ARC and are later moved to another government installation for "processing". What happens to these time-lost souls is up to you, if you want to introduce a new player character with an interesting background then this could be a good opportunity. The train is examined thoroughly and finally left on-site since it's too hard to move it. Denis Sutton takes possession of the train (a payment for his silence) and with Lily's help runs it as a tourist attraction and restaurant.

Possible future adventures include:

- ☛ One of the Carboniferous Colony Spiders survived and forms a new colony... or maybe one of the player characters/NPCs was injected with spider eggs!
- ☛ Josiah Dosset gets loose. He might even team up with someone like Helen Cutter or Patrick Quinn (aka Ethan), travelling through time committing terrible atrocities. Alternatively, his brother George might come after the player characters, determined that they falsified the evidence against Josiah.
- ☛ "It's sooo cute". Lily Jones brings back a souvenir of her travels. Something like a "cute" baby dinosaur or an egg that grows rapidly to become a major threat would be appropriate.
- ☛ Old Nick vanishes from the rail line at Sutton's farm; it reappears the next day minus all the diners that were there the night before. What's happening?
- ☛ The Victorians need to go home. They seem to be magnets for Anomalies in the present and sending them back to their home time should set things straight. The problem is that they can't go back to their old lives. What will the player characters do?
- ☛ The Victorians passed through an Anomaly nearly 200 times in rapid succession. Perhaps they develop some strange kind of affliction due to temporal distortion, perhaps foreshadowing of things to come for Anomaly-hopping player characters...

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Keeling Field Station

11th April

Additional Report

The Anomaly (designated NS53/16-21) is located on the remains of a disused railway line near the village of Keeling. Analysis by [redacted] suggests that the magnetic field of the ferrous lines coupled with the Anomalous Vehicle (see below) may have caused the non-standard manifestation of this Anomaly Zone.

The Zone centres around two recurring linked Anomalies, both of which open simultaneously on a semi-regular schedule (see Appendix 1, Observed Manifestations), always in the same locations in the railway tunnel. [redacted] is somehow a single 'broken' or 'folded' Anomaly – in other words, there is actually only one Anomaly, but it overlaps with itself in time but not in space. A mathematical exegesis of this theory is provided in Appendix 2, Anomalous Phase-Space in the Keeling Chronocline.

Not here. Be there is. This whole project is really a travel Anomaly.

Dr. Temple believes that the Anomaly's aberrant behavior could be corrected if the agitation caused by the Anomalous Vehicle and subsequent overlapping of temporal apertures was safely discharged. While calculations by Dr. Temple suggest that the simplest method may be to stop the vehicle when it is located between the two primary apertures that everything.

Each of the mysterious split Anomaly but our research is complicated by dinosaurs that came through the Anomaly. This suggests that anomaly, perhaps a link to the distant past. If so, then we excavations in the Anomaly Structure.

Dr. Cutter suggests to

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Invisible energy flows across the surface of our living world. Telluric currents of geo-magnetic energy circulate through the magnetic strata and lava flows beneath the crust of planet Earth. Where these flows cross and clash, Anomalies bloom like impossible flowers, linking points in the distant past to the present. The secret of these currents is known only to a few in the present day – but it is a secret that has been found and lost many times in the past.

INTRODUCTION

Earth Serpent is a short **Primeval** adventure that can be used as the starting point for a whole story arc. It works best with characters from the ARC, but can be adapted to any campaign framework. The setting is nominally England in the present day, but again, changing that is easy – just alter a few names and other trappings.

BEGINNING:

- ✿ An impossible fossil is discovered during an excavation, along with a mysterious metallic pillar. Both are taken into the custody of the Ministry of Defence.
- ✿ Soon afterward, an Anomaly opens nearby, loosing a pack of balaurs on the countryside!

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MIDDLE:

- (Optional) Travelling through the Anomaly, the characters have a strange encounter in the Cretaceous.
- The characters are followed by a mysterious monk, who attacks them for trying to take the time-shifted monsters to the Menagerie.
- After subduing the monk, the characters learn about the Jade Dragon Temple and its secret martial arts. The monk asks the characters for their help in recovering the pillar.

END:

- The characters must retrieve the pillar from the military before it is claimed by a rival conspiracy

1. THE BIG DIG

The characters are alerted to the presence of something unusual, but it is not an Anomaly. Construction work on a new road at the edge of a military firing range has turned up something very unusual. Characters with connections to the government may be told about this by their superiors, and characters with really good Science or Knowledge skills (especially Areas of Expertise like Palaeontology) may be called in as experts by Lorna Mahon (see page 111). Characters who are, or were, part of the armed forces may get told about this by their former comrades, or called in to help investigate the mystery by Lieutenant Granger. For those without such connections, they hear about the strange discovery via friends, the Rumour Mill, or some other source.

The adventure begins when the characters arrive at a construction site on the very edge of the South Downs Military Range. The range is used for training and weapons testing, and has recently expanded, prompting the construction of a new road for civilian traffic that does not go quite so close to the live fire area. Workers digging through a bog to clear a path for the road made an astonishing discovery, which currently sits under a tarpaulin.

THE JADE DRAGON BROTHERHOOD

More than a thousand years ago, during the Northern Song dynasty in China, a band of monks established a temple high in the mountains, atop one particular peak called Black Mountain. This mountain contained a huge deposit of magnetite. Anomalies flared around the mountain as the Earth's magnetic field shifted and flexed. When creatures came through these Anomalies, the monks took them to be emissaries from the heavens, to be dragons and demons sent by divine powers. As these creatures appeared aggressive and confused, the monks discerned that the glowing portals were 'spiritual wounds' in the world.

The monks were masters of the arts of acupuncture and holistic medicine, and applied these techniques to healing the world. They discovered, over many years, that by placing huge pillars carved from the mountain's black rock in just the right place, they could cause the wounds to close and give them time to heal. From a scientific perspective, the monks stumbled across the relationship between Anomalies and geo-magnetic energy. The magnetite pillars altered the local magnetic fields, causing the Anomalies to temporarily close in that area. In effect, the monks discovered a simplistic form of Anomaly Locking Mechanism – only instead of a high-energy electrical pulse delivered at just the right frequency, they planted ten-foot tall magnetic 'pins' in the ground.

For decades, the monks travelled through time, exploring Earth's distant past and sealing off any present-day Anomalies they could find. The monastery survived until the 1960s, when the monks were executed by invading Chinese armed forces for harbouring enemies of the state. In the present day, all the monks of the Jade Dragon Brotherhood are gone.

But not in the past...

A crowd is present when the characters arrive, including a reporter from the local paper, a few school-kids playing truant, several local residents from the nearby village of Rosbury as well as a small group of protesters. Word of the discovery has spread quickly. The road construction crew sit around grumbling and making endless cups of tea.

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This route should have been checked for archaeological and environmental impact long before they ever got here, and this is putting all of their contracts at risk. There are also a few soldiers from the military base, here to keep an eye on the protestors who arrived shortly before the player characters. The route of the new road cuts across a bog that is home to a rare breed of frog, and the protestors want construction stopped. The news that the construction team halted for some reason has reinvigorated the protest.

THE WELCOMING COMMITTEE

Waiting for the player characters is **Lorna Mahon**, an ecologist who works with the road company. Dressed in an orange raincoat and bright green wellington boots, she is the only person here who seems happy with this discovery – a finding like this one comes along only once in a career. She indicates two other people that the characters might wish to speak to: the foreman **Mike Cross** and **Lieutenant Granger** from the Army. As soon as the trio starts to discuss the discovery in front of the player characters, they argue about what is to be done.

Lorna wants the discovery investigated fully. Cross wants to get back to work; they have already spent months getting this road past the planning stage, and the longer they are stalled now, the more his company loses. Lieutenant Granger is determined to get to the bottom of the mystery, but suspects that the whole thing is a hoax.

THE CONSPIRACY

The 'bad guys' in this scenario are part of a conspiracy that is involved in manipulating and investigating the Anomalies. You can use **Christine Johnson's** organisation or **Celava** from the *Primeval* rulebook, or **Prospero Industries**, or create your own conspiracy that has connections to the military, an interest in weird Anomalies, and a willingness to endanger civilians and use deadly force to achieve its goals.

And what is the discovery? Lorna shows the player characters over to the tarpaulin.

THE ARTEFACT & THE CORPSE

Underneath the tarpaulin, sticking out of the muddy hillside, is a dinosaur skeleton. A character with a suitable Area of Expertise (or a good Science roll) identifies the remains as those of a balaur (page 52), a swimming species of raptor. This skeleton is not a fossil – judging by the decayed appearance of the bones, it was buried here only a few thousand years ago and was preserved by the muddy bog. This 'dinosaur' was, according to the archaeological evidence, running around Middle England during the Iron Age, which is utterly impossible. Lieutenant Granger suggests that the characters look for evidence that the remains were deliberately planted as a hoax by the protestors to stop construction.

A successful **Awareness + Medicine** (Difficulty 18) roll lets the characters find a distinctive scrape-mark on two vertebrae in the dinosaur's neck, suggesting the creature was stabbed to death, probably with a spear.

Digging around the mud turns up something else strange; if the characters use an Anomaly Detector, a magnetometer, or even just a compass, they also detect a strongly magnetic object buried just beneath the surface. A few minutes' excavation uncovers the shape and scale of the object, and a few surface details. It is a metallic cylinder, approximately two metres long and about a third of a metre in diameter. The cylinder shows signs of being buried in the mud for centuries; it is extremely rusted



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and the exterior flakes away at the slightest touch. A successful **Awareness + Craft** (or **Area of Expertise: Archaeology**) roll against Difficulty 18 lets the characters dig out one small section of the pillar that survived better than the rest. There are strange glyphs engraved on the stone; **Ingenuity + Knowledge** (Difficulty 21) lets the characters identify the symbols as Hanzi (Chinese) characters, although they are too badly eroded to be legible.

The player characters do not know this yet, but the pillar is one of the Jade Dragon 'stone needles'.

EXPOSURE

The dinosaur skeleton is worth only 1 Exposure Point, but if any of the bones are tested and are found to be real dinosaur bones, then its value rises to 3 Exposure Points.

INTO CUSTODY

Once the characters have had a chance to investigate the skeleton and the magnetic pillar, a convoy of military vehicles approaches. Lieutenant Granger receives a radio message from the convoy, and tells the characters that the dig site is now under military jurisdiction. The player characters, the construction workers, the onlookers, the protestors, and everyone else are ordered away from the site. A tent is erected over the site to shelter the discovery. Appealing to authority is useless – even if a character invokes a trait like Authority or Friends in High Places, his allies tell him to back off while the dispute is sorted out.

If the player characters really dig in their heels and refuse to leave, they are taken into custody by the military. They are brought to a secure location on the military base, interrogated, and eventually let go. Troublesome player characters can dig themselves into a lot of trouble if they keep fighting the authorities.

Call for **Awareness + Knowledge** or **Perception** rolls at this point (Difficulty 21). Those who succeed notice that one of the military vehicles has a strange logo on it, belonging to The Conspiracy (see page 111).

DOUBLING BACK

Paranoid characters may try leaving the site when ordered, then turning back and following the military convoy. If they do so, they'll run straight into the dinosaur attack and Anomaly in Scene 2 before they reach the military base.

ROSBURY

The crowd from the dig site head back down the road to the nearby village of Rosbury, a small community of a few hundred. Most, especially the road construction crew, go straight to the *Lamb's Head* pub to complain about the day's strange events. Lorna Mahon also goes to Rosbury so that she can call the Department of the Environment in London and complain about the military's handling of the dig site.

2. THE BEASTS OF THE MOORS

The removal of the metal 'needle' from its place has an invisible, but very real effect. The needle was placed at a specific point in the planet's magnetic field, where it pulled the telluric currents into a specific 'safe' configuration. Removing it let the fields snap back to their original position, where they created an unusually intense magnetic flux. The 'pressure' grows and grows until reality itself bursts open, and a new Anomaly appears on the moorland.

If the characters have Anomaly Detectors, they pick up this new Anomaly immediately. Otherwise, they learn of the Anomaly when word of the first creature attack reaches Rosbury.

SHEEP, FOUR AND TWO-LEGGED

A number of balaurs emerge from the Anomaly, drawn by the smell of the sheep that graze on the moors. When a local farmer found the remains of a dozen of his sheep in a field and then glimpsed a balaur in the mists, he fled to Rosbury. He bursts into the common room of the *Lamb's Head*, shouting something about escaped crocodiles.

Searching the scene reveals animal tracks. A successful **Ingenuity + Science** or **Survival** roll (Difficulty 18) confirms that these tracks are very, very similar to the sort of marks made by a balaur, like the skeleton discovered at the dig site. These

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tracks lead towards a nearby farmhouse, which has been rented by the Smith family as a holiday home. They intended to go walking on the moors, but their holiday so far has been a boring week of sitting inside looking out at the rain.

It just became a holiday to remember. There are a number of balaurs (roughly equal to the number of player characters, adjusting up or down depending how well armed the player characters are) lurking outside the farmhouse. They can smell the strange, tender smell of the children inside the farmhouse, and they want in.

FIGHTING THE BALAUR

The dinosaurs are extremely aggressive and confused by the sudden shift in their surroundings, so they attack on sight. When the characters arrive at the farmhouse, night is falling and the moors are shrouded in mist, reducing visibility. The balaurs split up when they arrived, and present several different threats to the player characters and the Smith family inside. The player characters might encounter the balaurs:

- ✿ Lurking in the narrow spaces of the unused farm buildings and outhouses
- ✿ Scratching and sniffing at the back door
- ✿ Clambering up onto the roof of the farmhouse
- ✿ Jumping on the top of the characters' vehicle
- ✿ Chasing the family through the farmhouse
- ✿ Lurking on the moors nearby, ready to chase down anyone who tries to flee

Once the balaurs are dead, drugged or otherwise stunned, the player characters can follow the tracks back to the Anomaly that they came through. The portal materialised above a shallow pool of stagnant, muddy water. The rotation of the Anomaly through space-time churns up the water into bizarrely symmetrical waves.

3. THE ANOMALY

This scene is **optional**. If the characters *don't* travel through the Anomaly, then see 'The Misplaced Monk' sidebar on page 115.

It was dark on the present-day side of the Anomaly, but the characters step through into bright Cretaceous sunshine on the far side. Waves lap gently against an island shore.

EXPOSURE

The balaur attacks on sheep are worth 1 Exposure Point. The attack on the family is worth anything from 2 to 5, depending on how much they saw, and whether or not they survive.

The characters find themselves on a golden beach. An archipelago of islands stretches away over the shimmering waters. It looks like the Caribbean, but this is actually Romania, albeit the Romania of 70 million years ago.

The characters immediately spot something completely out of place. At the apex of this little island is an iron pillar, obviously an artificial construction. The pillar is roughly the same size and shape as the metallic object dug up at the dig site.

INVESTIGATING THE PILLAR

The pillar was obviously placed here recently. Examining it, the characters find it has a core of magnetite surrounded by an iron casing. The pillar is divided into six smaller sections that lock together to form the full structure. Each of the smaller sections has iron handholds for ease of carrying. Some of the symbols on the pillar can be read by a character who speaks Chinese; there are characters for 'health', 'earth', 'dragon', 'qi', and other symbols related to healing and the Earth. The ironworking techniques are consistent with 13th century Chinese metallurgy.

This is not the same pillar that was discovered by the road crew; no manmade structure could survive seventy million years. It is clearly the work of the same smith, though.

THE MONK

As the characters examine the pillar, a strange figure emerges from the forest to berate them. He is clad in saffron robes, held closed with a green belt. He angrily waves a spear with one hand. From his belt hangs a small carved bowl, a needle, two flasks, and a flyswatter. This monk is Jinqi, a monk from the Jade Dragon Brotherhood. He accuses the characters of being meddling demons, and attempts to shoo them away with his beaded flyswatter.

To Jinqi, the presence of the characters here is a sign that the iron pillars were tampered with. The pillars were placed at specific points across Earth in time and space to 'heal' the Anomalies. If the characters travelled through an Anomaly to this point, then that means that one of the

PRIMEVAL

EARTH SERPENT

'nearby' pillars was destroyed or removed – and he blames the player characters.

If the characters attack or attempt to restrain Jinqi, he uses his martial arts to escape into the jungle; have more balaurs attack to prevent the characters from pursuing him. If the characters are more diplomatic, then they can convince Jinqi that they are not demons, but before they learn where he came from, the dinosaurs attack!

JINQI THE MONK

Awareness 4 Coordination 5 Ingenuity 3

Presence 3 Resolve 4 Strength 3

TRAITS:

- **Anomaly Sense (Minor Good):** The monk can sense Anomalies nearby.
- **Martial Artist (Major Good):** +2 damage with his fists, calculated using Coordination.
- **Quick Reflexes (Major Good):** +2 Coordination to see who goes first.
- **Distinctive (Minor Bad):** He's a 10th century Chinese monk in yellow pyjamas. He went that way!
- **Impoverished (Minor Bad):** He took a vow of poverty.
- **Technically Inept (Minor Bad):** No clue about modern technology...
- **Time Shifted (Major Bad):** Or anything else modern, either!

SKILLS: Animal Handling 2, Athletics 4 (Wire Fu 6), Fighting 4 (Kung Fu 6), Knowledge 2, Subterfuge 3, Survival 3

STORY POINTS: 6

BALAURS!

The raptors that attacked the characters at the farmhouse came from this time period, and they were only a small part of the pack of dinosaurs in this island archipelago. The balaurs are amphibious, capable of swimming long distances through the warm, shallow seas that lie atop the lands that will one day become Europe. The rest of the pack scented the taste of mammal on the sea breeze, and are converging on the island.

LANGUAGES & TIME TRAVEL

So, how do the characters communicate with a monk from 12th century China? You've got several options.

- The easiest is to just ignore the problem. No-one bothered to ask why Sir William spoke perfect modern-day English when he travelled five hundred years forward in time.
- If any of the characters have a suitable Area of Expertise, then that might include a few words of Chinese.
- Alternatively, just let one of the players spend a Story Point, and then narrate how they happened to learn Chinese.

The pack consists of more than twenty balaurs, ranging in size from juveniles to fully grown. The infant balaurs, no bigger than a chicken (if a chicken had claws that could rip your throat out and a thirst for blood) do not accompany the pack. Instead, they stay at a balaur 'nursery' on another island while the adults hunt. Twenty balaurs, though, is still a huge number of creatures for the characters to fight, so retreating through the Anomaly is the best option. If the characters do stay and fight, the balaurs use their numbers to their advantage, by trying to



THE ROLE-PLAYING GAME

encircle the player characters and then pull them down with pack tactics.

Jinqi, if he's still here, hurls his other flask into the middle of the dinosaur pack. This flask is not full of water. Instead, it is brimming with fresh blood. The scent of the blood distracts the dinosaurs, giving the monk a chance to escape. He vaults into the trees and vanishes. The scent of the blood gives all the dinosaurs +2 Threat, but distracts them for one full round.

4: HUNT THE MONK

The first thing Jinqi wants to do on arrival in the present day is visit the site where he placed an iron pillar. In his timeline, it was only a few months ago, but as far as history is concerned, that pillar has lain in the bog for thousands of years.

The dig site is under military guard. Most of the troops present are regular army troops from the nearby base, under the command of Lieutenant Granger, but there are also some private security troops from The Conspiracy (see page 111).

If Jinqi is with the players, then he lets them do the talking while he sneaks into the tent. Let the players make **Presence + Convince** rolls to try to talk Lieutenant Granger into letting them examine the dig site. Whether they succeed or fail is a moot point – while the characters are talking, one of the scientists comes flying through the tent wall, propelled by a solid kung fu kick from the time-travelling monk. The soldiers assume they are under attack and attempt to capture the player characters; Jinqi responds by attacking. The best thing for the characters to do in this case is retreat before someone gets killed.

If Jinqi is alone, then events unfold in a similar way. He sneaks into the tent, gets spotted by a scientist, unleashes his feet of fury, and is then chased by the soldiers. Whatever the exact sequence of events turns out to be, they should end with Jinqi being hunted by the soldiers and fleeing with or in the direction of the player characters.

SAVING JINQI

Wherever the player characters are – back in Rosbury, exploring the moors, maybe even on the road back to the Anomaly Research Centre, or some other base – Lieutenant Granger and his men intercept them.

They are under orders to find Jinqi and bring him back to the base for questioning. Put the characters in a position

THE MISPLACED MONK

Scene 3 assumes the characters go through the Anomaly and encounter Jinqi. If they never do so, then Jinqi travels through the Anomaly from the far side and emerges in the present day. He then heads to investigate the dig site, runs into the army as described in Scene 4, and they pursue him to the village of Rosbury where he can meet the player characters.

where they have the choice whether or not to save Jinqi. Maybe he stows away on the characters' vehicle and they find him seconds before Granger and his soldiers arrive. Maybe he sneaks into the characters' rooms in the guesthouse in Rosbury, or they find a confused and rather damp monk racing across the moors, with the lights of an army 4x4 in hot pursuit.

Depending on his earlier interactions with the player characters, Granger may be friendly or aggressive. Events are moving alarmingly fast for him; the day started with a 'hoax' dinosaur skeleton and a crowd of protestors, and the evening involves guarding a mysterious iron pillar (with rumours on the base claiming that it is an unexploded WWII bomb), a bunch of sinister special forces types (the Conspiracy), and wild stories about either animal attacks, serial killers, lights in the sky, or all three. Privately, Granger suspects that some of those protestors have put something in the water, as everything's gone to the dogs tonight. Adding an aggressive Shaolin monk into the equation just aggravates him.

A successful **Presence + Convince** roll (difficulty 21) lets the characters convince Granger that they have no idea where the monk is. A Fantastic result convinces Granger to complain about the mysterious visitors to the base who have taken custody of the pillar from the dig site, and who ordered him to capture the monk. If the characters fail, then they have to hide Jinqi from detection or otherwise help him escape.

While Granger is talking to the player characters, he receives a radio message from the base, urging him to continue his efforts to find the 'intruder'. The Conspiracy has identified the symbols on the pillar as being of Chinese origin, and the sudden appearance of a Chinese monk at the same time is too much of a coincidence to be ignored.

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5: JINQI'S TALE

Once the characters have evaded Granger and his men, they can talk to Jinqi. Initially, the monk is hesitant to reveal too much about his origins. A successful **Presence + Convince** roll (Difficulty 18) allows the characters to convince Jinqi to tell them of his temple and the secrets of his masters.

Neither Jinqi nor his masters have all the answers. The monks have discovered the relationship between the Anomalies and magnetism, and have even stumbled across ways to detect and close Anomalies, but they have no idea what the Anomalies really are, and have only mapped a tiny fraction of the different time periods linked by the Anomaly network. Whenever an Anomaly opens near their mountain fortress, a band of monks march out carrying a pillar, and wander around with compasses and charms until they find the right place to insert the 'needle' into the flesh of the Earth to alter the telluric currents. All he knows is that the iron needle has been removed from 'the wet place with all the blue men', which is a good description of Iron Age England. The characters can easily work out that the eroded pillar removed from the road site is the same one that Jinqi refers to.

If the pillar is not restored, Jinqi insists, it will be disastrous. The Earth is sick. There will be more Anomalies, more monsters. To prove his point, he takes the carved bowl from his belt, fills it with water from one of his flasks, and then drops the needle into it. The needle is magnetised, so the bowl is a crude compass. As the characters watch, the needle begins to spin, slowly at first then faster and faster. The removal of the pillar has shifted the magnetic flow through this 'branch' of the Anomaly network.

REPLACING THE PILLAR

Lateral-thinking players may point out that the pillar is just a lump of iron and magnetite, so they can easily replace the pillar with pieces from a scrapyard, or just an electromagnet – and they are almost right. The problem is that they need to measure the exact strength of the magnetic field of the pillar, and they can't do that without either (a) breaking into the military base and recovering the pillar or (b) travel back in time, fight through a pack of balaurs, and examine the Cretaceous pillar.

WE'RE NOT SAVING JINQI

If your players are thinking of turning the monk over to the army, you can use Bad Traits like **Code of Conduct**, **Impulsive**, **Insatiable Curiosity**, or **Maverick** to nudge them into protecting Jinqi. (Alternatively, if the players jump to the decision of protecting the monk too quickly, you can make the moral decision harder with Bad Traits like a military-oriented **Code of Conduct** or **Obligation**.) If Jinqi does end up in the custody of the armed forces, he is taken to the same secure facility as the iron pillar. You can skip Scene 5 for now, show the players the dangers posed by the missing pillar in Scene 6, and they can rescue him in Scene 7.

6: ANOMALY STORM!

The iron pillar was placed in a precise location, and even though it was rusted by the passage of time, it still exerted a magnetic force on its surroundings and reshaped the natural electromagnetic fields of the terrain. Now that the pillar is gone, the fields are moving once again. Where they cross with the invisible cracks in space-time, they form Anomalies.

The Anomaly leading to the island chain in the Cretaceous was only the first. Without the pillar, this moorland would be the equivalent of Spaghetti Junction, a zone where multiple Anomalies open simultaneously. Across the moors, more Anomalies flash into existence. Some last only for an instant; others stay open. So far, no more creatures have come through from the past or future, but it is only a matter of time. If Jinqi is with the characters, he insists that these 'wounds' are the result of the pillar being moved, and urges them to help him return the 'needle' to its original position.

7: ONTO THE MILITARY BASE

The pillar was taken by agents of The Conspiracy and is currently held somewhere on the South Downs base. The characters can find its exact location by:

- ✱ Tricking or convincing Granger to spill the beans
- ✱ Hacking into the base computers, or intercepting radio traffic

THE ROLE-PLAYING GAME

- Using Jinqi's magnet, which is attuned to the pillar
- Sneaking onto the base and looking around

Sneaking onto a military base is never a good idea. The army is not fond of trespassers, and The Conspiracy's agents are likely to shoot first and ask questions later. However, the characters are feeling the pressure of time – in more ways than one.

The longer that they wait, the more Anomalies open and the bigger the risk there is of something coming through. If creatures come through, then it is almost certain that the monsters will be seen by someone. However, if the characters wait, then sneaking onto the base gets easier as it gets darker and the base's soldiers are distracted by reports of dinosaurs on the moors. In game terms, it

works like this – the longer the characters wait, the more Exposure and Temporal Damage points they accrue, but the easier it is to sneak onto the base.

MILITARY PATROL

Awareness 3 Coordination 3 Ingenuity 2
 Presence 2 Resolve 3 Strength 3

TRAITS:

- Obligation:** They work for the bad guys.

SKILLS: Fighting 3, Marksman 3, Transport 3

EQUIPMENT: Bulletproof vests (Armour 4) and rifles (3/6/9 damage).

PASSAGE OF TIME

TIME ELAPSED	OFFICIAL CHANNELS	SNEAKING IN	TEMPORAL DAMAGE	EXPOSURE
<1 hour	Major Good Trait + Story Point	27	1	0
1 to 2 hours	Major Good Trait	24	1d3	1
Until it's really dark		21	1d3+1	1d3
Until the base is distracted	Minor Good Trait	15	1d6	1d3
Until we can just walk in		7	1d6+1	1d6

TIME ELAPSED: How long the characters wait before breaking into the base.

GOING THROUGH OFFICIAL CHANNELS: Characters with Traits like Authority or a military-related Owes Favour can try pulling strings like getting James Lester on the phone and demanding he called the Minister and get them permission to enter the base. Using a Major Good Trait and spending a Story Point gets the characters in within an hour; using a Major Good Trait on its own takes two hours.

SNEAKING IN: The difficulty for the Coordination + Subterfuge roll to sneak onto the base. Make only one roll for the whole group of player characters, using the character with the highest total, with a -1 penalty for every player character whose Coordination or Subterfuge skill is below 3. If the roll succeeds, the characters get to the warehouse without running into any trouble.

If the roll *fails*, then the characters run into a patrol. These guys are not part of the regular armed forces – they're mercenaries working for The Conspiracy, so they try to kill the player characters instead of arresting them. The difference between being captured and being arrested is that if The Conspiracy gets hold of you, you'll never be heard from again.

PRIMEVAL

8: THE WAREHOUSE

The pillar (and Jinqi, if he was captured) is being held in a warehouse on one edge of the South Downs base. The warehouse was commandeered by members of The Conspiracy when they arrived.

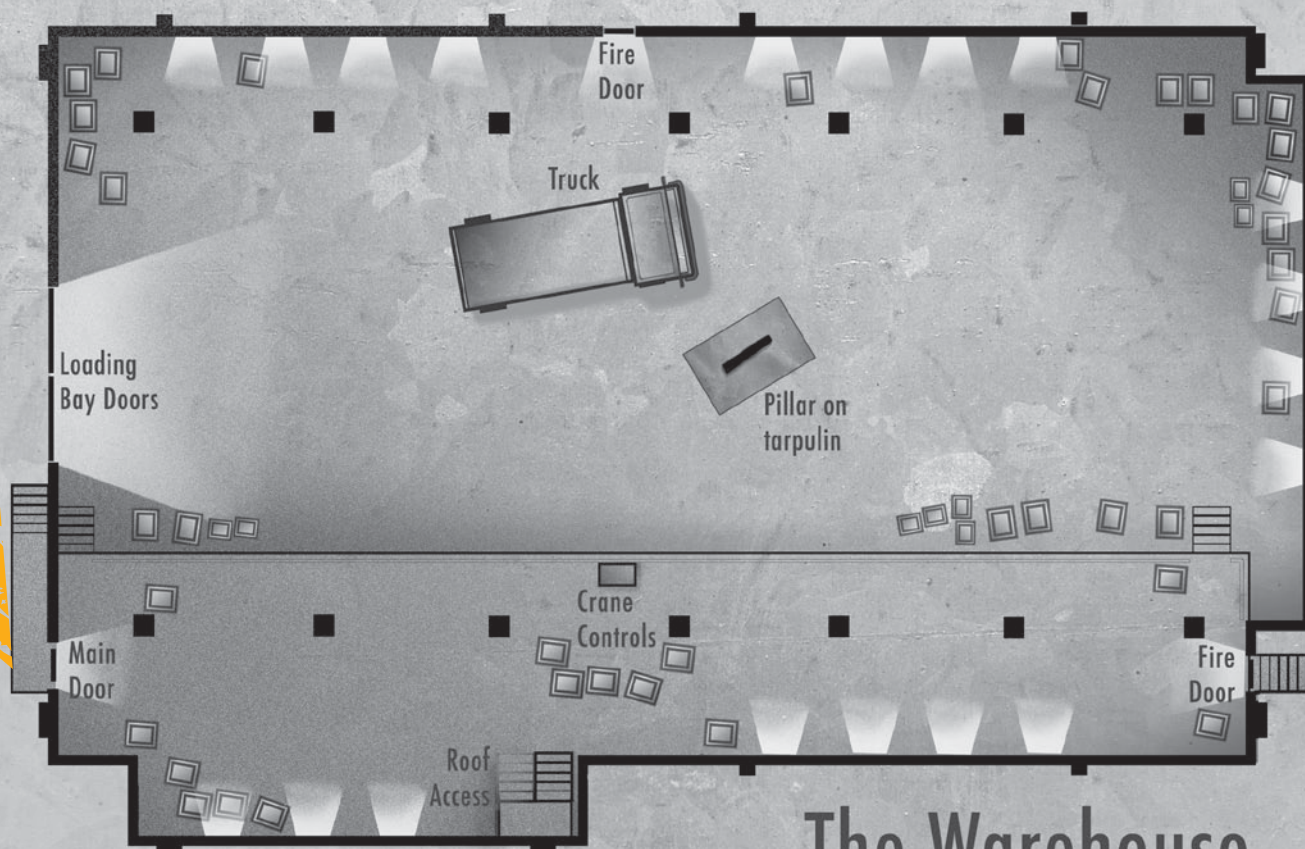
The pillar lies on a tarpaulin in the middle of the floor. To preserve the pillar, the Conspiracy should have placed it in a watery bath with a chemical consistency matching the bog it came from, but they are more interested in its magnetic properties than its archaeological significance. Dr. Wallace (see page 119) is examining the pillar when the player characters arrive – unless Jinqi was captured, in which case Wallace is interrogating the monk instead.

Overhead, there is a crane system for moving crates. It can also be used to pick up the tarpaulin and move the iron pillar onto the truck.

GUARDS & SECURITY SYSTEMS

There is one guard per player character, divided between the front door, the roof, and inside the warehouse. The guards work for The Conspiracy, not the army. There are four entrances – one large loading bay and a main door at the front, and fire doors at the rear and side. There are also narrow windows high along the side walls, but these are wired with alarms (Difficulty 21 to disable).

If the alarm is raised, either by the security system or by one of the guards, then the characters have only a short time before troops from the base arrive to investigate. If any player characters think about getting into a firefight with the British Army, point out the folly of their actions.



The Warehouse

THE ROLE-PLAYING GAME

THE FLATBED TRUCK

Next to the pillar is a flatbed truck, used to transport it to the warehouse. The characters can use it to bring the pillar back to its proper resting place.

DR. WALLACE

Dr. Edmund Wallace is The Conspiracy's point man at South Downs. He is a formerly respected palaeontologist and university lecturer, but his career was ruined by scandal when it was discovered he had stolen the work of several promising post-graduates and presented it as his own. Having lost his comfortable job in academia, he accepted a devil's bargain when The Conspiracy approached him. Dr. Wallace is ambitious and scheming, but he's not a leader or a hero. If people start shooting, he panics. Play him as arrogant and condescending when he has the upper hand and a snivelling coward when he's losing.

He knows a little about the Anomalies and what they mean, and has made the connection between the pillar's magnetic qualities and the recent Anomaly storm. However, he believes that the pillar functions as a 'key' to the Anomalies, and that by manipulating it, he can learn to control them. He suspects that the pillar must be an artefact from the future, and refuses to believe that a primitive culture could be responsible for it.

If Jinqi is captured, then Wallace is extremely frustrated by the monk's inability to communicate (Wallace has gotten hold of a Chinese/English tourist dictionary, and neither the scientist nor the monk are making much progress in their conversation).

RETRIEVING THE PILLAR

There are three likely ways that this scene plays out:

1. The characters sneak into the warehouse, knock out Wallace and his guards, and steal the pillar
2. The characters storm the warehouse and steal the pillar before they are caught
3. The characters try one of the above solutions, fail, and the alarm is raised. The army arrives, led by a harried Lieutenant Granger. If the characters can convince Granger that restoring the pillar will stop the Anomalies through roleplaying or a really good **Convince** roll, he permits them to take the pillar. Otherwise, he holds them in custody for several

more hours (accruing more Exposure Points and Temporal Damage) until he realises they were right all along and lets them go

9: RESTORING THE PILLAR

The flatbed truck bounces across the moors towards the new road. In the distance, the characters can see the tell-tale flashes of more Anomalies opening up. Jinqi is appalled – this is very bad. He has never been this far forward in time before, but the monks' calculations and prophecies speak of a time when the Earth Serpent convulses in a time of great upheaval and change, and he fears that this time is almost upon the world..

As they get closer to the dig site, the pillar starts to vibrate as magnetic currents flow through it. Static electricity crackles around it, and Jinqi yells for the characters to get clear. "The serpent is!" he shouts. "She is coming!"

A huge Anomaly forms *around* the pillar, swallowing truck, pillar, and monk whole. The characters throw themselves clear at the last possible instant. The Anomaly closes an instant later, as do all the other Anomalies. Any characters with a high Science score can guess that restoring the pillar somehow rebalanced the local magnetic field, 'healing' the Anomalies.

Dawn breaks over the South Downs. The tumultuous events of the night are over... assuming, of course, that nothing else came though when all those Anomalies were open..

FOLLOWING ON

The ARC may run into the monks on some future adventure, or find more evidence of their handiwork at other Anomaly sites. It's also possible that the Chinese government learned about the Anomalies from the survivors of the temple – maybe there's another Conspiracy out there, using the secrets of the monks to hold back the rising tide of Anomalies...

PRIMEVAL



CHARACTER SHEET



Name

Player

Attributes

STARTING

CURRENT

AWARENESS

COORDINATION

INGENUITY

PRESENCE

RESOLVE

STRENGTH

Traits

PAGE

Skills

ANIMAL HANDLING

ATHLETICS

CONVINCE

CRAFT

FIGHTING

KNOWLEDGE

MARKSMAN

MEDICINE

SCIENCE

SUBTERFUGE

SURVIVAL

TECHNOLOGY

TRANSPORT

THE ROLE-PLAYING GAME

Notes

Story Points

USE STORY POINTS TO...

Get a Clue	1 Point
Get Bonus Dice: 2 dice, 3 dice or 4 dice	1 Point, 2 Points or 3 Points
Avoid Failure: Improve a roll by 1 success level, to a maximum of an ordinary Success.	1 Point
Ignore Damage for 1 action	1 Point
Ignore a Bad Trait	1 Point
Inspire Others	Give them a Story Point
Alter the Plot	Varies

HOW DIFFICULT IS IT?

3	Really, Really Easy	Really simple, automatic success. Opening a can of drink, using a phone, walking down the street, eating chips. (So simple, you shouldn't even need to roll!)
6	Really Easy	Opening a can of drink (without it spraying you in the face), looking something up in a dictionary, operating a microwave oven.
9	Easy	Setting the video timer, operating an MP3 player, jumping a low fence.
12	Normal	Driving a car in traffic, shooting at someone, swimming in the sea, uncovering a useful but not secret fact.
15	Tricky	Driving at speed, shooting a moving target, climbing a building.
18	Hard	Picking a lock, lifting twice your own weight, treating a gunshot wound.
21	Difficult	Climbing a sheer cliff without ropes, charming your way into a government facility, escaping from rope bonds.
24	Very Difficult	Recalling a whole speech from a Shakespeare play, getting a fused computer to work again, flying a plane in turbulence.
27	Improbable!	Hitting a very small target with a slingshot, hacking into a government computer system, creating an Anomaly detector using medieval-era parts.
30	Nearly Impossible!	Taming a T. rex, climbing a skyscraper in the rain, shooting a small target in an adjacent room without looking.

Weapons

Equipment

PRIMEVAL

Group Name

Mission

HOW MANY TRAITS?

3 Good Traits and 1 Bad Trait
+1 Good Trait per Team Player.
+1 Good Trait per Extra Bad Trait.

Supporting Cast

Good Traits

- Armoury ☐
- Archives ☐
- Computing Power ☐
- Considerate Superiors ☐
- Laboratory ☐
- Medic ☐
- Minions ☐
- Official Sanction ☐
- Secure Base ☐
- Tame Anomaly ☐
- Training ☐
- Vehicle Pool ☐
- We Have The Technology ☐
- Wealthy ☐

Custom Traits

Bad Traits

- Anomaly Faultline ☐
- Boss from Hell ☐
- Code ☐
- Criminal ☐
- Dark Secret ☐
- Demands Results ☐
- Future Doom ☐
- Traitor ☐
- Unreliable Resource ☐
- Underfunded ☐

Custom Traits

THE ROLE-PLAYING GAME

Incident

Exposure

Value

Averted?

☐
☐
☐
☐
☐
☐

TEMPORAL DAMAGE

Source	Damage
Killing Creatures	1 - 5 Points
Travelling to the Past	1 Point per Traveller
Leaving things in the Past	3 Points or more
Keeping Future Technology	1 - 5 Points
Altering the Past	10 Points or more
Public Exposure	10 Points or more

SHIFTED TIMELINE

Roll +
Temporal
Damage

Is the Timeline Altered?

2 - 3

No. And everyone gets a bonus Experience Point. Any accumulated Temporal Damage points go away.

4 - 8

No. Any accumulated Temporal Damage points go away.

9 - 11

No, But it's unstable. The Temporal Damage score stays around. One or more characters may become Temporally Threatened.

12 - 15

Yes, But the changes are limited. Downstream characters may have a Minor Shift. Any accumulated Temporal Damage points go away.

16 - 20

Yes. Any Downstream Temporally Threatened characters are erased. Everyone else Downstream can have a Minor Shift. Upstream characters are Time Shifted. Any accumulated Temporal Damage points go away.

21+

Yes... And it's bad. There's no way to keep a lid on this one.

PRIMEVAL

Incident

Exposure

Value

Contained?

_____	_____	☐
_____	_____	☐
_____	_____	☐
_____	_____	☐
_____	_____	☐
_____	_____	☐

SOURCES OF EXPOSURE

Source	Exposure
Witnesses	1 - 5 Points
Victims	1 - 3 Points
Physical Evidence	1 - 5 Points, usually
Photographs	1 - 3 Points, usually
Investigators	× 3
Public Exposure	10 Points or more

MEDIA INTEREST

Roll +
Evidence

Is the Secret Out?

2 - 3	No. And everyone gets a bonus Experience Point. Also any accumulated Exposure Points go away.
4 - 8	No. Any accumulated Exposure Points go away.
9 - 11	No. But someone's paying attention. The Exposure score stays around.
12 - 15	Yes, But only to a few people. The evidence has attracted (or created) a new Investigator to bedevil the characters in future missions. Any accumulated Exposure Points go away.
16 - 20	Yes. Ish. The authorities step in to cover up the whole incident, but the characters are in trouble.
21+	Yes... And it's bad. There's no way to keep a lid on this one.

EXPOSURE TRACKER

THE ROLE-PLAYING GAME

Conspiracy Name

Goal

Organization Chart

REACTIONS

- Attack the Characters ☐
- Attack the Organisation ☐
- Attempt to Recruit Characters ☐
- Lay a Trap for the Characters ☐
- Try to Trick the Characters ☐
- Try to Frame the Characters ☐
- Leak Evidence to the Media, causing Exposure ☐
- Attack the Characters' Timeline ☐
- Accelerate its Own Plans ☐

(See page 241 of Core Rulebook for more details)

Good Traits

- | | | | |
|-----------------------|--------------------------|------------------------|--------------------------|
| Armoury | ☐ | Training | ☐ |
| Archives | ☐ | Vehicle Pool | ☐ |
| Computing Power | ☐ | We Have The Technology | ☐ |
| Considerate Superiors | ☐ | Wealthy | ☐ |
| Laboratory | ☐ | Death Traps | ☐ |
| Medic | ☐ | Foreknowledge | ☐ |
| Minions | ☐ | Interrogation Room | ☐ |
| Official Sanction | ☐ | Monster Pit | ☐ |
| Secure Base | ☐ | Secret Base | ☐ |
| Tame Anomaly | ☐ | Trump | ☐ |

Bad Traits

- Anomaly Faultline ☐
- Boss from Hell ☐
- Code ☐
- Criminal ☐
- Dark Secret ☐
- Demands Results ☐
- Future Doom ☐
- Traitor ☐
- Unreliable Resource ☐
- Underfunded ☐

Notes

PRIMEVAL

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